FINAL FANTASY® XII

SQUARE ENIX®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-54354

1 Player • Memory Card (8MB) (for PlayStation®2) : 100KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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STORY

A world called Ivalice...

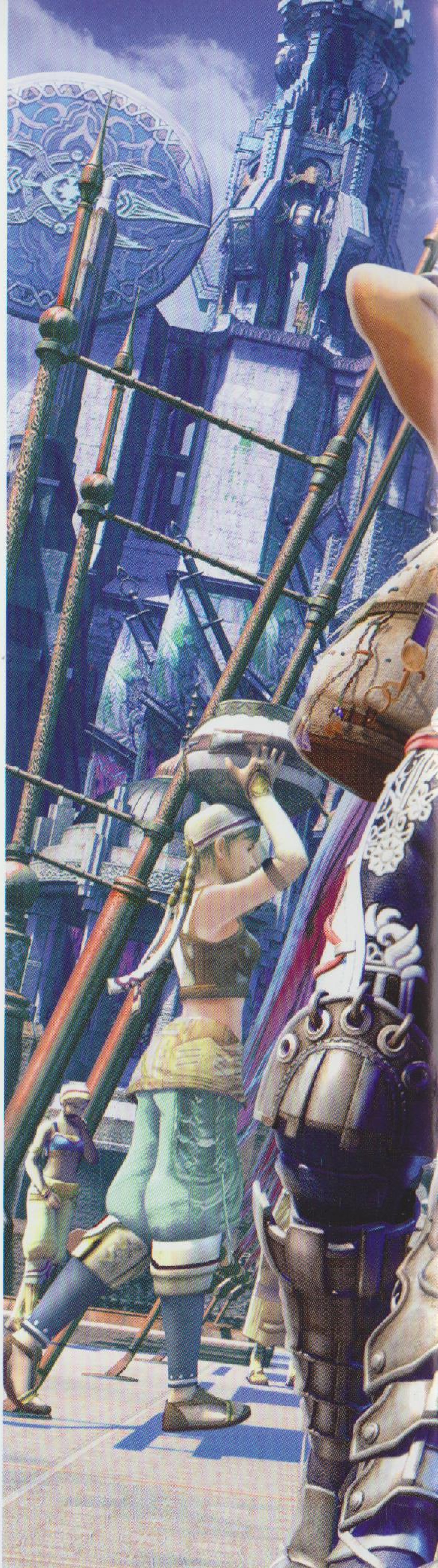
An age when magick was commonplace and airships plied the skies...

Our tale begins.

As war looms on the horizon, the mighty Archadian Empire begins a campaign to subjugate its neighbours. The small kingdom of Dalmasca shares their fate.

Two years after its fall, in the capital city of Rabanastre, the people line the streets to wait for the appointment of the new consul from Archadia.

To Vaan, a young man living on the streets of Rabanastre, the Empire is a hated enemy who took the life of his brother, the



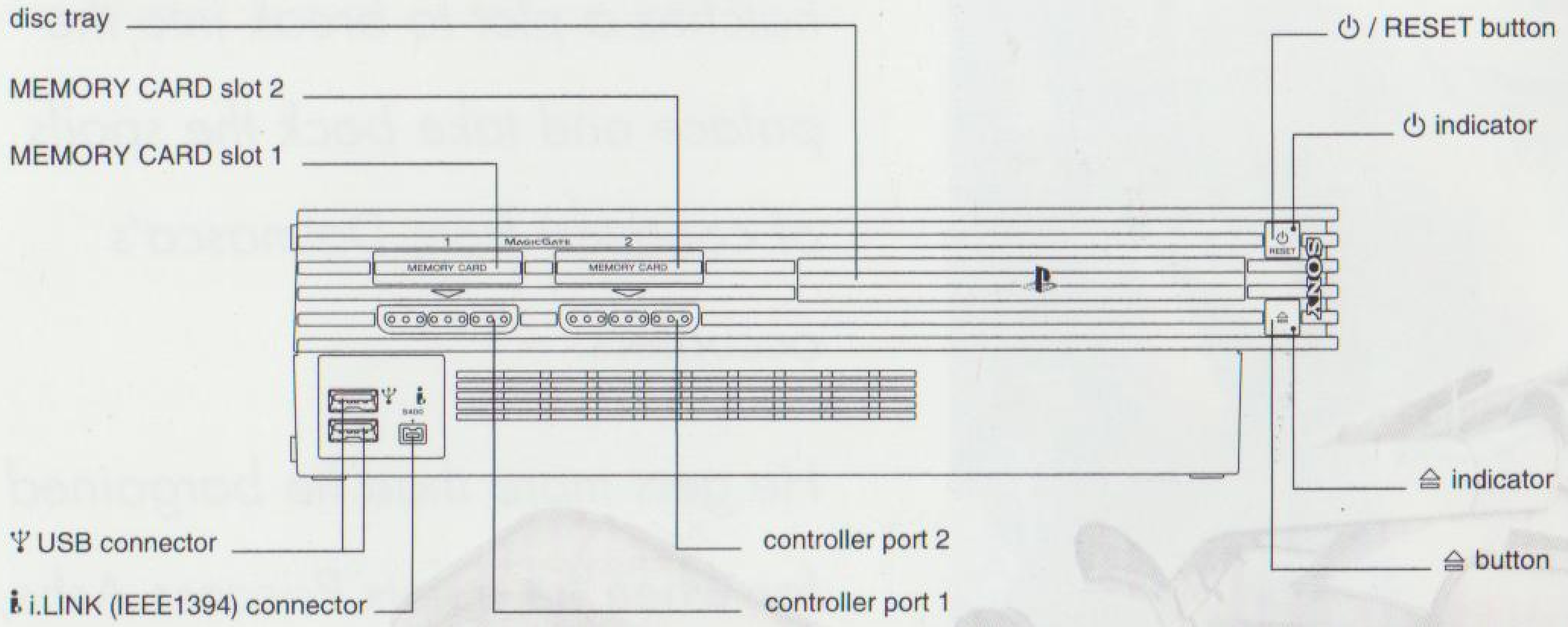
only family he had left. Vaan hatches a plot to break into the palace and take back the spoils of conquest from Dalmasca's occupiers.

He gets more than he bargained for when he meets Princess Ashe, the sole surviving heir to the Dalmascan throne, thought dead since the war.

Our story follows Ashe, Vaan and his friend Penelo, the sky pirate Balthier, and his partner Fran. Accompanying them is Basch, a captain of the Dalmascan army who turned traitor and slew his king.

Join them on an adventure spanning Ivalice that traces the mysteries behind the Archadian Empire's invasion.

GETTING STARTED



Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Connect an analog controller (DUALSHOCK®2) to controller port 1 and other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the FINAL FANTASY® XII disc in the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

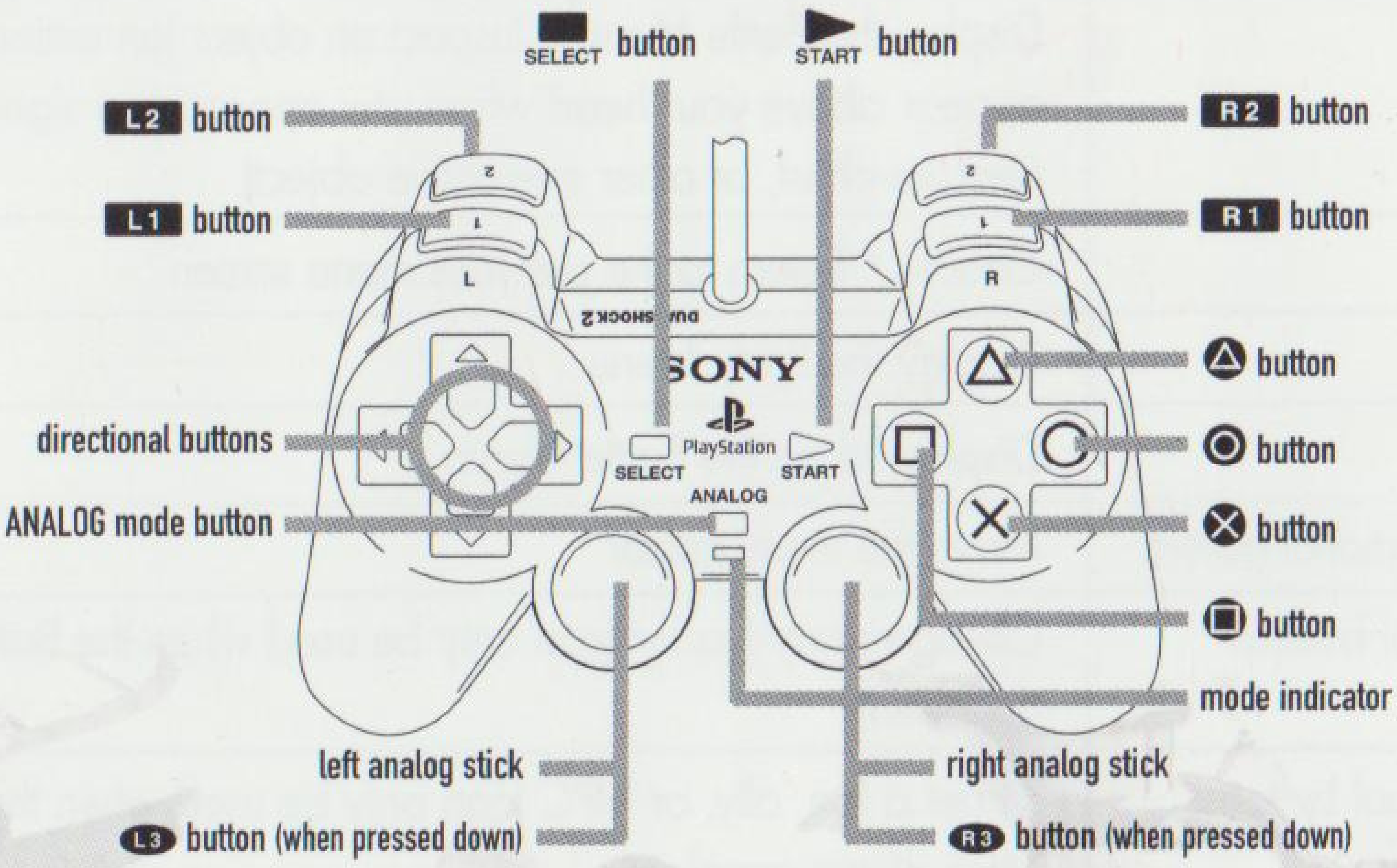
PLEASE NOTE: *The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.*

Memory card (8MB) (for PlayStation®2)

PLEASE NOTE: *Throughout this manual, the term "Memory Card" is used to describe the memory card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.*

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. The player will need at least 100KB of free space on a Memory Card to save game data.

GENERAL CONTROLS


SELECT button
START button
L2 button
L1 button
R2 button
R1 button
directional buttons
ANALOG mode button
△ button
◯ button
⊗ button
□ button
mode indicator
left analog stick
L3 button (when pressed down)
right analog stick
R3 button (when pressed down)
SONY
PlayStation
SELECT
START
ANALOG
DUALSHOCK 2

⊗ button	Confirm a selection / Talk with a nearby NPC (you can only talk with NPCs who have a talk icon displayed above them) / Inspect an object (an action icon will appear above your head when you approach a sign, door, treasure chest, or other interactive object)
◯ button	Cancel / Return to the previous menu screen
△ button	Display the Party Menu / Display the conversation log △ will appear in the log window when this option is available) / Scroll quickly through lists in the Party Menu, etc. (when pressed in conjunction with the ↑↓ directional buttons)
□ button	Talk with a nearby NPC (you can only talk with NPCs who have a talk icon displayed above them).
↑↓ directional buttons	Move the menu cursor
←→ directional buttons	Target a foe or NPC
left analog stick	Walk (when slightly tilted) / Run (when fully tilted)
right analog stick	Move camera
L1 / R1 button	Change pages
L2 button	Toggle zoom
R2 button	Zoom in and out of the map and licence board
R3 button	Return camera to default position behind character (this can also be done manually using the right analog stick)
START button	Pause the game
SELECT button	Display a map of your current location

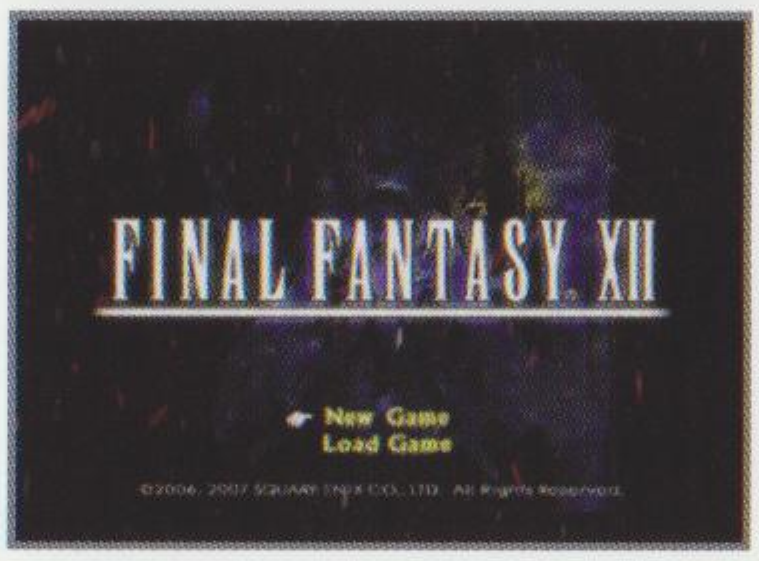
BATTLE CONTROLS

✕ button	Display the Battle Menu / Inspect an object (an action icon will appear above your head when you approach a sign, door, treasure chest, or other interactive object)
○ button	Cancel / Return to the previous menu screen
△ button	Display the Party Menu
□ button	Display/close the Battle Menu
←→↑↓ directional buttons	Move the menu cursor
↑↓ directional buttons	Change party leader (can only be used when the Battle Menu is not open)
←→ directional buttons	Target a foe, ally, or NPC (can only be used when the Battle Menu is not open)
left analog stick	Walk (when slightly tilted) / Run (when fully tilted)
right analog stick	Move camera
L1 / R1 button	Change target group (use to toggle between allies and foes when issuing battle commands)
L2 button	Lock on to a target (while pressed down, the camera will centre on the target the party leader is currently engaging)
R2 button	Flee from battle (hold this and run using the left analog stick to attempt to escape from battle)
R3 button	Return camera to default position behind party leader (this can also be done manually using the right analog stick)
► START button	Pause the game
■ SELECT button	Display a map of your current location

NOTE: *This title only supports the use of the analog controller (DUALSHOCK®2). The analog controller (DUALSHOCK®2) is automatically set to ANALOG mode (indicator: Red). The vibration function can be turned ON/OFF in the Config section of the Party Menu. The analog controller (DUALSHOCK®2) must be inserted into controller port 1.*

STARTING THE GAME

After a demo movie has played, the title screen will appear. Pressing the ⊗ button during the demo will also call up the title screen. Select "New Game" if you wish to start FINAL FANTASY® XII from the beginning. Select "Load Game" if you wish to continue playing a previously saved game.



ADJUSTING SETTINGS

When starting a new game, you will be given the option to adjust the config settings:

Controller Vibration

Toggle the analog controller (DUALSHOCK®2)'s vibration function ON/OFF.

Screen Shake

There are scenes during the game where the screen shakes. Use this setting to turn the effect ON/OFF.

Subtitles

Turn cut-scene subtitles ON/OFF.

Screen Size

Set the screen size to normal (4:3) or widescreen (16:9) aspect ratio.

Flicker Filter

Turn the screen flicker filter ON/OFF.

Sound

Change the game audio to monaural, stereo, or Dolby® Pro Logic II.

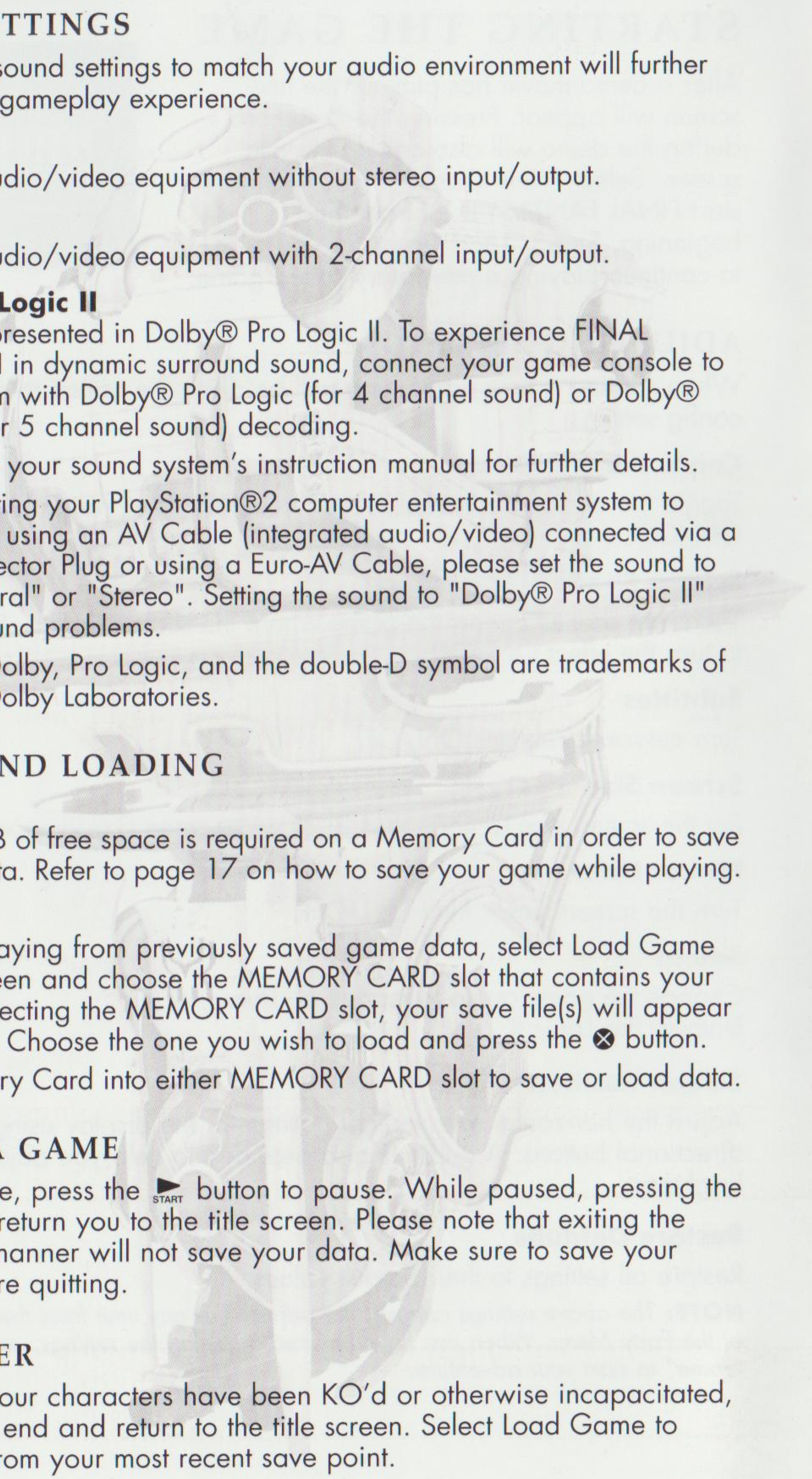
Screen Position

Adjust the horizontal and vertical position of the display using the directional buttons. A guide is also provided to help you adjust screen brightness.

Restore Defaults

Restore all settings to their default values.

NOTE: *The above settings can also be adjusted at any time from the Config section of the Party Menu. When you have finished adjusting the settings, select "Begin the Game" to start your adventure.*



SOUND SETTINGS

Adjusting the sound settings to match your audio environment will further enhance your gameplay experience.

Monaural
Suitable for audio/video equipment without stereo input/output.

Stereo
Suitable for audio/video equipment with 2-channel input/output.

Dolby® Pro Logic II
This game is presented in Dolby® Pro Logic II. To experience FINAL FANTASY® XII in dynamic surround sound, connect your game console to a sound system with Dolby® Pro Logic (for 4 channel sound) or Dolby® Pro Logic II (for 5 channel sound) decoding.

Please refer to your sound system's instruction manual for further details.

When connecting your PlayStation®2 computer entertainment system to your television using an AV Cable (integrated audio/video) connected via a Euro-AV Connector Plug or using a Euro-AV Cable, please set the sound to either "Monaural" or "Stereo". Setting the sound to "Dolby® Pro Logic II" may cause sound problems.

DOLBY PRO LOGIC II Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

SAVING AND LOADING

Saving
At least 100KB of free space is required on a Memory Card in order to save your game data. Refer to page 17 on how to save your game while playing.

Loading
To continue playing from previously saved game data, select Load Game at the title screen and choose the MEMORY CARD slot that contains your data. After selecting the MEMORY CARD slot, your save file(s) will appear on the screen. Choose the one you wish to load and press the ⊗ button.

Insert a Memory Card into either MEMORY CARD slot to save or load data.

EXITING A GAME

To end a game, press the START button to pause. While paused, pressing the ⊡ button will return you to the title screen. Please note that exiting the game in this manner will not save your data. Make sure to save your progress before quitting.

GAME OVER

When all of your characters have been KO'd or otherwise incapacitated, the game will end and return to the title screen. Select Load Game to resume play from your most recent save point.

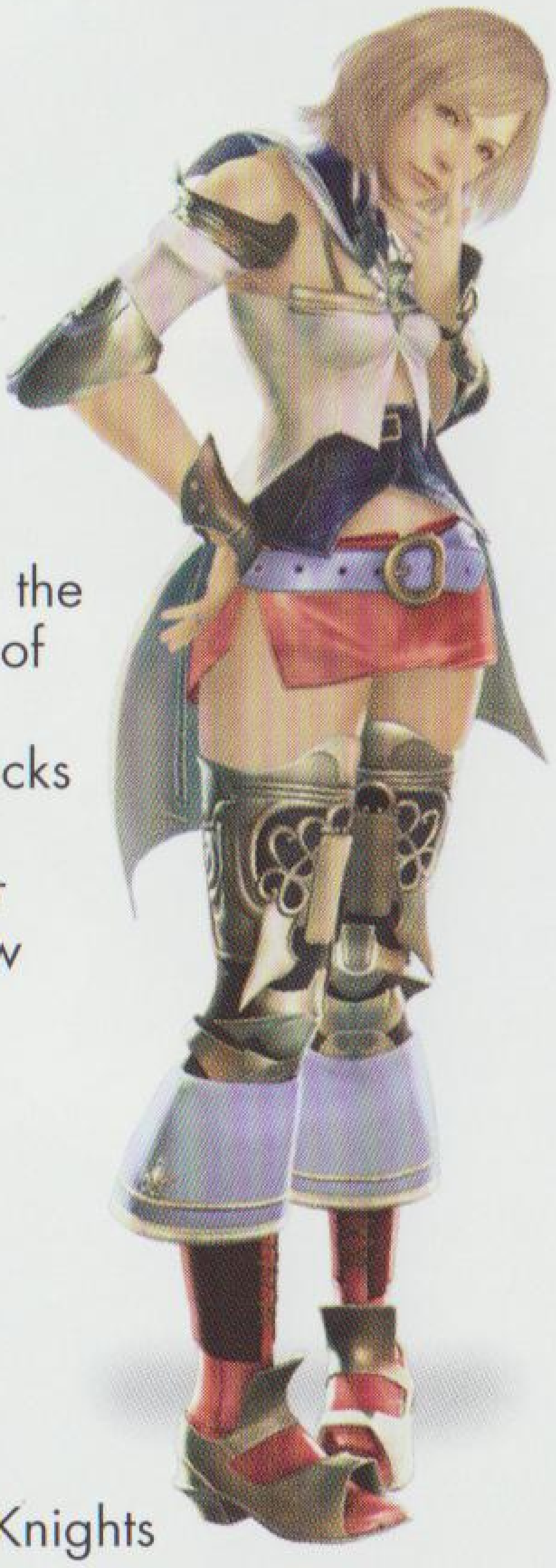
DRAMATIS PERSONAE

VAAN

Hume, 17 years old

A boy who sees freedom in the skies.
Living in the Rabanastre slums, Vaan maintains an air of hope even under the oppressive rule of the Empire. But he longs for more: a life without borders or authority. He dreams of becoming a sky pirate, free to go where he will.

ASHE



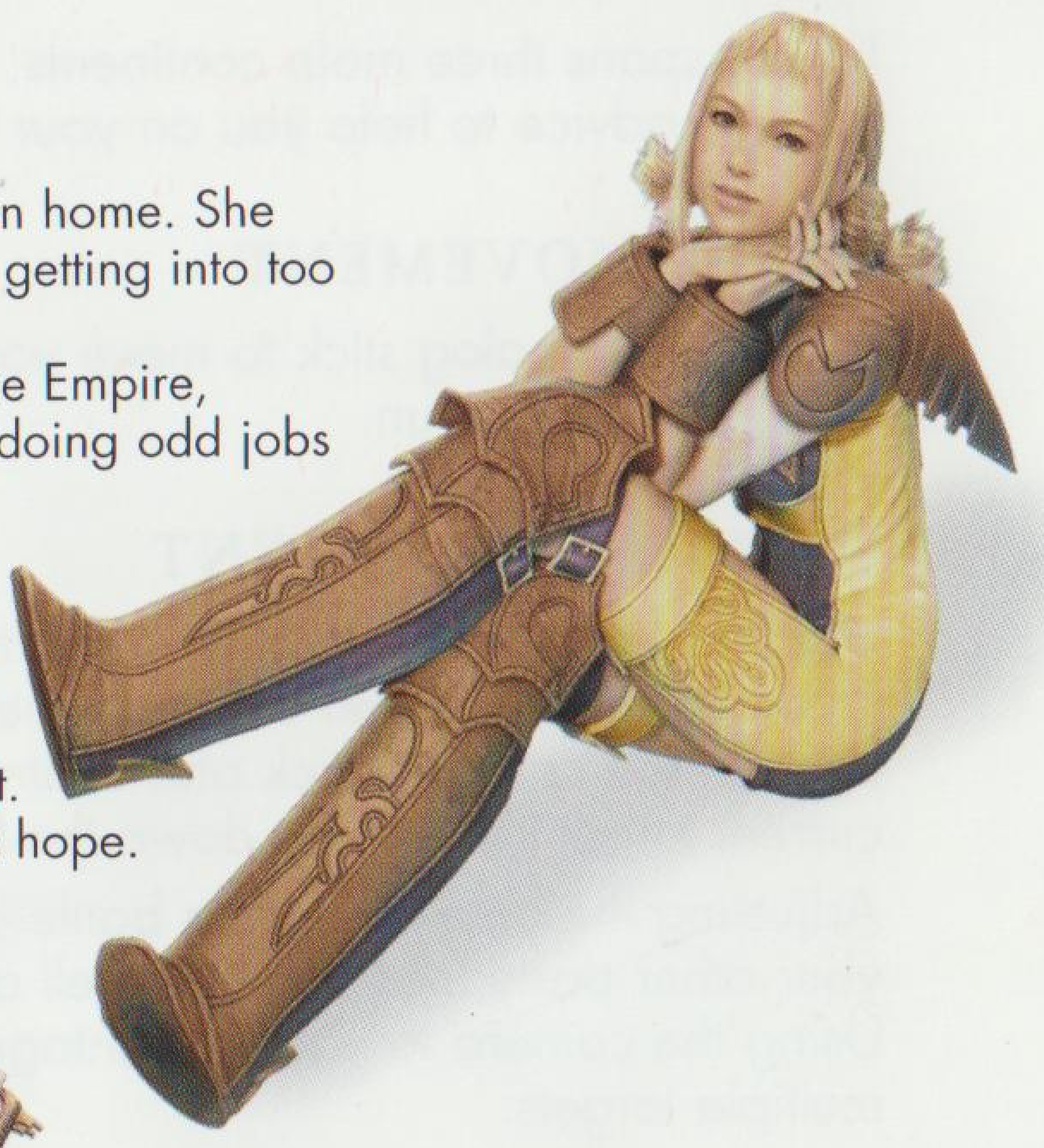
Hume, 19 years old

A princess who has lost everything.
The only child of King Raminas and sole heir to the Dalmascan throne, Ashe is believed dead following the invasion. She meets Vaan and the others under the most unlikely of circumstances.
Ashe knows all too well she lacks the power to right the wrongs committed against her and her kingdom, but she will not allow herself to admit defeat.

BASCH

Hume, 36 years old

A loyal knight branded a traitor.
A captain in the Order of the Knights of Dalmasca, Basch achieved renown as a gallant and brave hero credited with countless victories on the battlefield. He is a man of justice who cannot abide inequity.
Unlike the other captains, who are chosen from the aristocracy, Basch is of common blood and enjoys the love of the people, until he inexplicably murders the King on the eve of a treaty-signing with Archadia. He is led away in chains.
What could drive so loyal a man to slay his oathsworn liege?



PENELO

Hume, 17 years old

Vaan's friend.

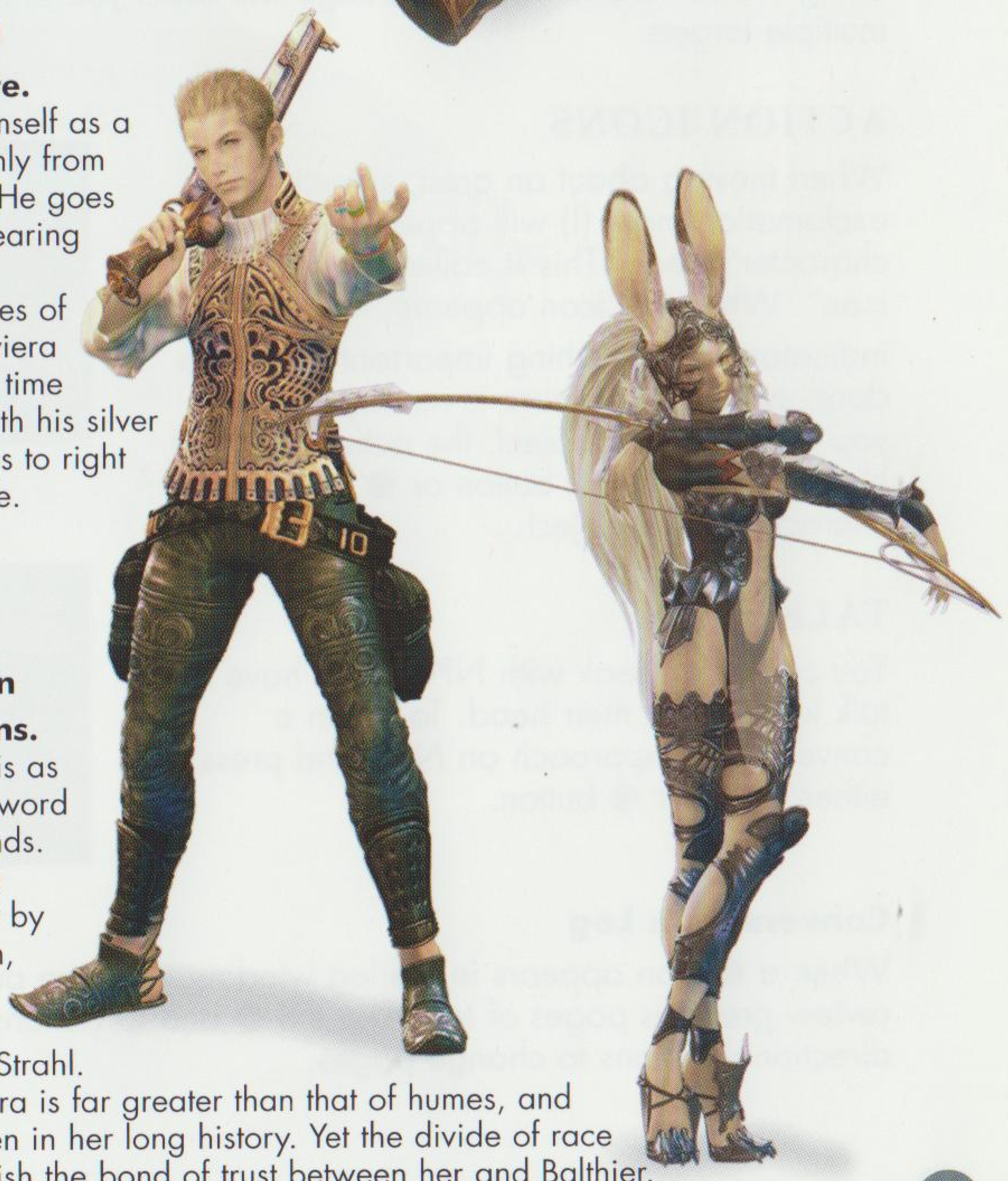
Like Vaan, Penelo calls Rabanastre's Lowtown home. She watches over Vaan, trying to keep him from getting into too much trouble.
Though she lost her family in the war with the Empire, Penelo is ever cheerful, making her way by doing odd jobs in and around the city.
She enjoys the lighter side of life, but Penelo is not altogether unfamiliar with battle. While she remains untested in a true fight, her brothers, who belonged to the Order, taught her the fundamentals of combat.
Penelo believes that in perseverance there is hope.

BALTHIER

Hume, 22 years old

A dashing sky pirate.

He would describe himself as a noble thief, stealing only from those who deserve it. He goes where he pleases, swearing fealty to no one.
While roaming the skies of Ivalice with Fran, his viera partner, he still makes time to charm the ladies with his silver tongue and put wrongs to right – grinning all the while.



FRAN

Viera, age unknown

A master of weapons.

A viera warrior, Fran is as much at ease with a sword as she is her bare hands. Her proficiency with a blade is matched only by her skill with a wrench, as she also handles the maintenance of Balthier's airship, the Strahl.
The lifespan of the viera is far greater than that of humes, and many secrets lie hidden in her long history. Yet the divide of race does nothing to diminish the bond of trust between her and Balthier.

EXPLORING IVALICE

Ivalice spans three main continents: Valendia, Ordalia, and Kerwon. Here is some advice to help you on your travels:

BASIC MOVEMENT

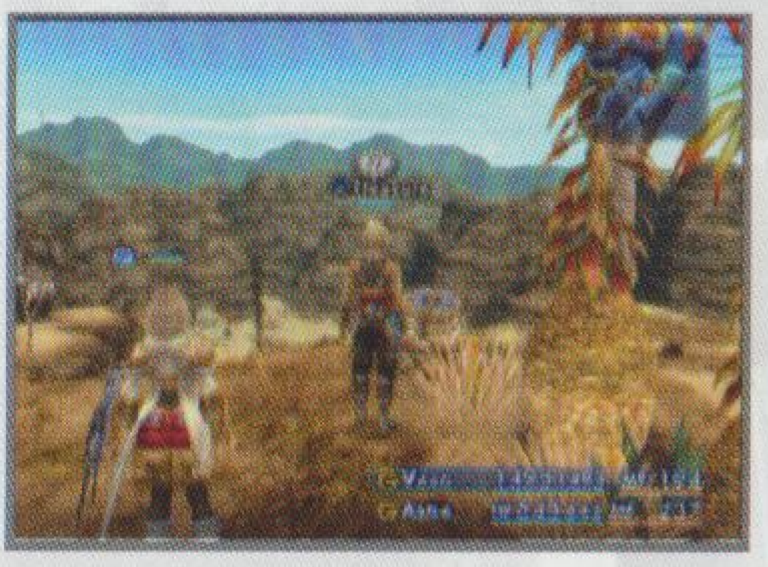
Use the left analog stick to move your character. Tilt the stick slightly to walk and fully to run.

CAMERA MOVEMENT

Use the right analog stick to rotate the camera around the party leader. Pressing the R3 button will reset the camera directly behind the party leader. You can also lock and centre the camera on the party leader's current target by holding down the L2 button.

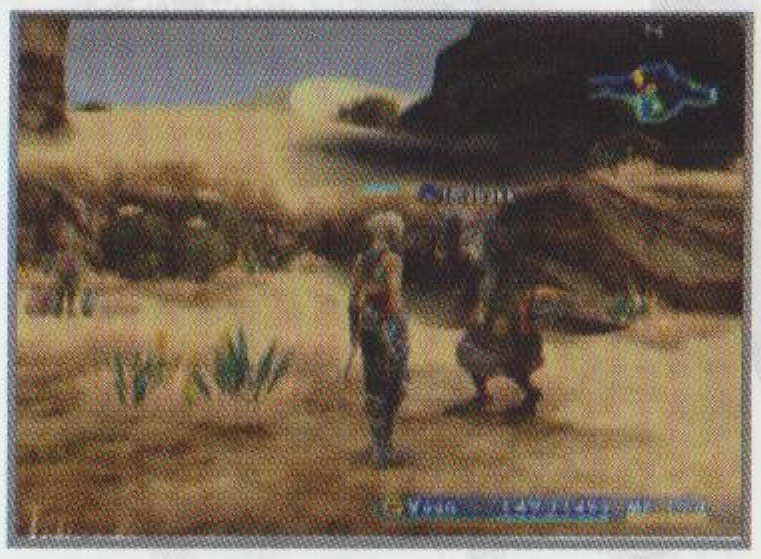
Adjusting the camera during battle allows you to confirm the positions of your other party members, as well as scan the surrounding area for foes. Using the camera to your advantage will assist you in heated battles with multiple targets.

ACTION ICONS



When moving about an area, sometimes an exclamation mark (!) will appear over your character's head. This is called an "action icon". When this icon appears, it is an indicator that something important such as a door, switch, or treasure is nearby. When you approach the object, the action icon will change. Press the ⊗ button or ■ button to interact with the object.

TALK ICON



You can only speak with NPCs who have a talk icon above their head. To begin a conversation, approach an NPC and press either the ⊗ or ■ button.

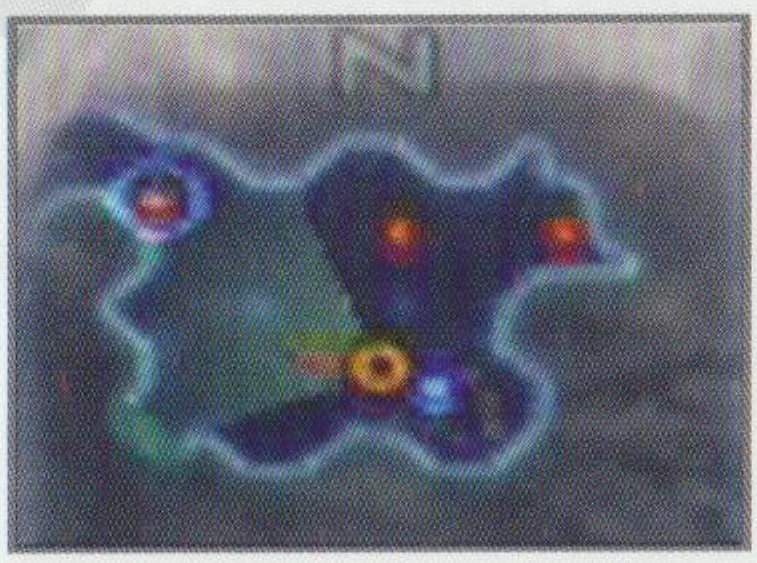
Conversation Log

When a △ icon appears in the log window, you can press the △ button to review previous pages of text. Use the △ and ⊗ buttons or the ↑↓ directional buttons to change pages.

VIEWING MAPS

There are three types of maps: the Minimap, the Location Map, and the World Map.

MINIMAP



This small map appears in the upper right hand corner of the screen and gives a simplified view of the immediate area surrounding your character.

Reading the Minimap

Your current position. The red arrow points in the direction you are facing. The green cone indicates the direction of the camera.

BLUE DOTS	RED DOTS	GREEN DOTS
Party members	Foes	NPCs you can speak with

LOCATION MAP

Whether travelling through an area or engaging in battle, pressing the SELECT button will call up the Location Map. The Location Map shows each zone within an area, as well as connections between zones, important locations such as shops, and occasionally your destination.

Location Maps can be purchased from Cartographers' Guild vendors or found inside ornate urns.

Reading the Location Map

CURRENT POSITION: The flashing indicates your current position. Zones that you have travelled through will appear light grey, while zones you have yet to explore will be a darker grey. If you have not found or purchased a Location Map, only places that you have walked through will be displayed.

AREA INFORMATION: Various icons on the map convey information about the selected area. Use the directional buttons to select different zones and press the ⊗ button to bring up a list of important locations within that zone. When an item in the list is selected, the corresponding icon on the Location Map will flash.

ZOOM: Press the L2 or R2 button to zoom in and out.

WORLD MAP

Selecting "World Map" from the Party Menu will open a map of Ivalice. From this map you can confirm the locations of areas you have already visited or for which you have obtained maps. Select an area using the directional buttons and press the ⊗ button to view its Location Map.

The lines between zones on Location Maps represent the connections from one zone to another. These connections appear as dotted blue lines as you move through an area.

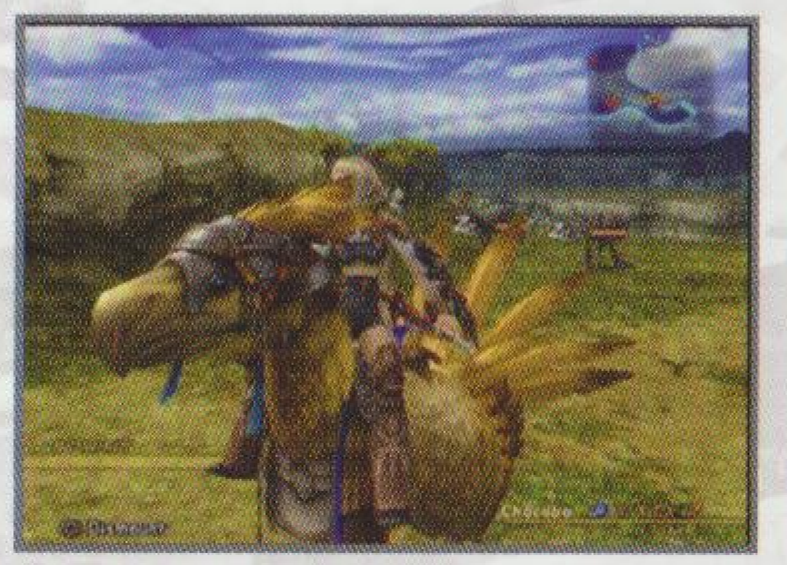
TRAVELLING THE WORLD

There are several ways to make your way around Ivalice:

AFOOT

Compared to other types of transportation, this one will require the most time. However, if your goal is gathering information or collecting treasure, walking through an area will reap the most rewards, especially if it is your first time there.

CHOCOBOS



In several villages and towns across Ivalice you will find chocobo stables where, for a small fee, you can hire a chocobo for riding. Controlling a chocobo is similar to travelling afoot, though there are a few differences. A chocobo's speed is significantly higher than that of a character afoot, and you will not be attacked by monsters while riding. However, you will only be allowed to ride a chocobo for a limited amount of time. When that time runs out, you will automatically dismount. After dismounting, nearby monsters may attack, so it is recommended that you keep an eye on the clock in the lower right of the screen when riding through dangerous areas.

Also, you can dismount at any time by pressing the ◎ button. Note that once you have dismounted, you will not be able to remount, regardless of how much riding time remained prior to dismounting.

Sprinting

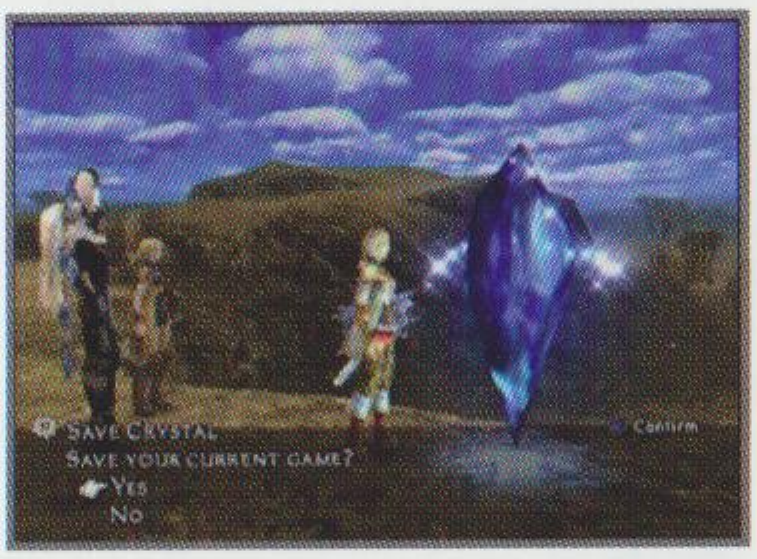
Pressing the ⊗ button while riding a chocobo will give you an added boost of speed for a limited time. You can sprint up to three times.

In addition to hiring from the stables, there are other methods of obtaining a chocobo. However you come by one, you would do well to give these charming yellow birds a try as it is rumoured that there are places only accessible to chocobos.

AIRSHIPS

As the story progresses, you will have the opportunity to make use of the airships that connect various cities and towns across Ivalice. Not only are airships among the fastest methods of transportation, they also offer many other services as well, such as onboard shopping.

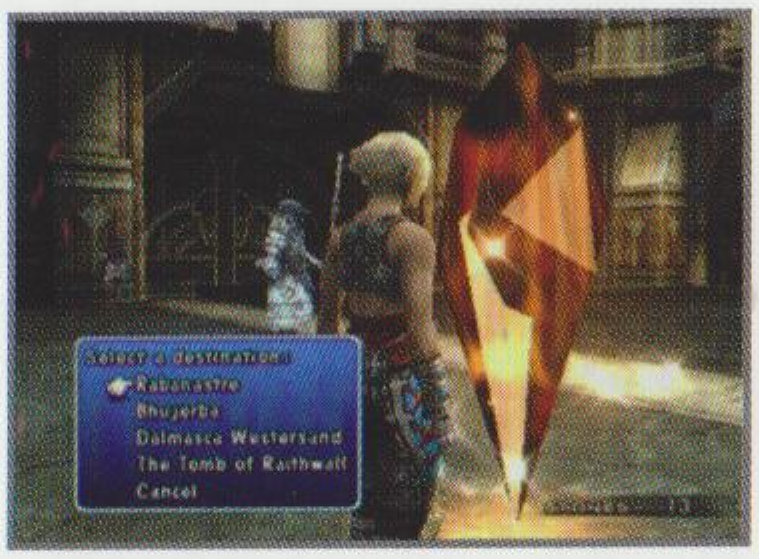
SAVE CRYSTALS



Located in towns, fields, and dungeons across Ivalice are large blue crystals known as "save crystals". Pressing the ⊗ button when near one will fully restore all party members' HP and MP, remove harmful status ailments and revive any characters who have been KO'd. You will also be given the opportunity to save your game data. By selecting "Save" you will be taken to the save screen. After selecting the appropriate MEMORY CARD slot, select the save file to which you wish to write your data.

It is highly recommended you take care when overwriting saved game data. There will be instances where you will not be able to leave an area until completing a certain task. If you are not sure that your party can accomplish that task at their current levels or with the equipment they possess, it may be wise to save to a new file before entering the area rather than overwriting previous data.

TELEPORTATION



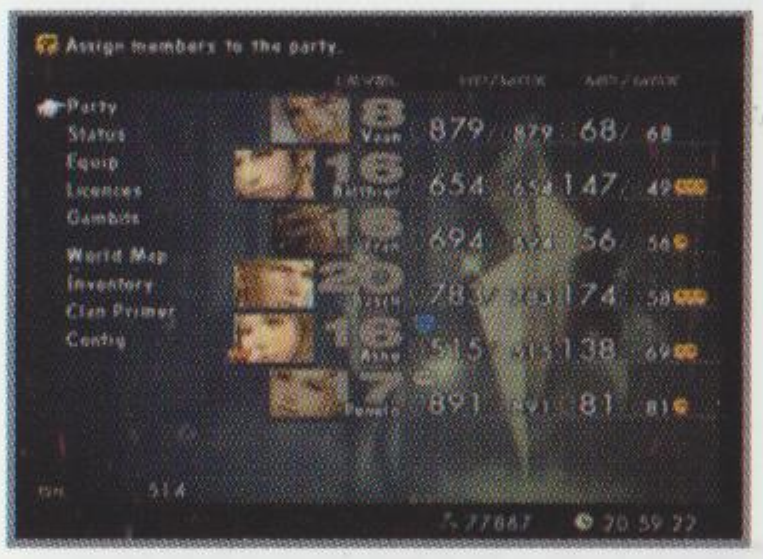
During your travels you will often come across large orange crystals known as "gate crystals". If you possess a "teleport stone", you can use it to instantly teleport to any other gate crystal you have touched in the past. Each teleportation will consume one teleport stone.

As with save crystals, gate crystals can also be used for saving your game and healing your party.

In addition to the methods listed above, there are also other modes of transportation unique to certain areas. Locating these will assist you on your journey.

THE PARTY MENU

Pressing the ⊚ button while adventuring or in battle will call up the Party Menu. Many different tasks can be performed within this menu, such as viewing your characters' stats, equipping weapons and armour, and adjusting game settings.

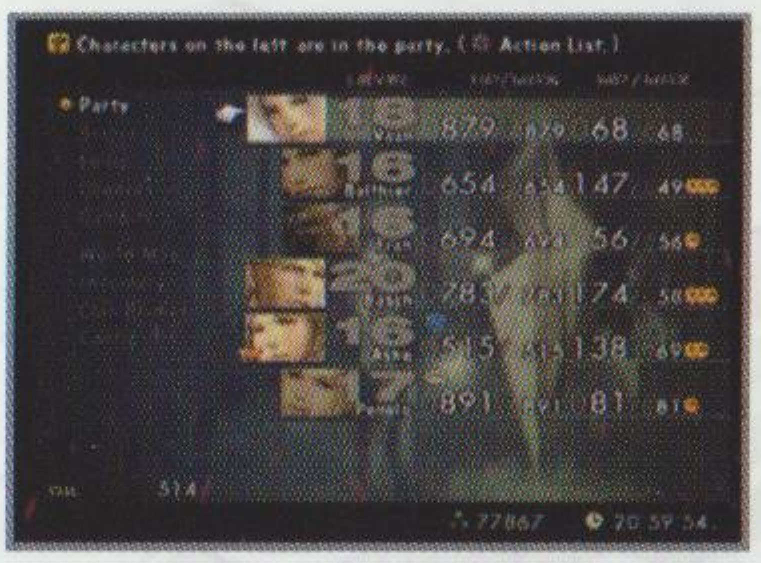


Assign members to the party.

Party
Status
Equip
Licences
Gambits
World Map
Inventory
Clan Primer
Config
8
Vaan
879
68
16
Balthier
654
147
694
56
20
783
174
16
Ashe
515
138
17
Penelo
891
81
514
77867
20 59 22

PARTY

Use this command to add and remove members from your current party. After selecting a character, use the ⊗ button or the ⟵⟶ directional buttons to add or remove him from the party. Characters whose pictures are highlighted and offset to the left are members of the active party. A party can include up to three active members. The remaining reserve members can be called to action at any time using the Party command.



Characters on the left are in the party. (Action List.)

Party
8
879
68
16
Balthier
654
147
694
56
20
783
174
16
Ashe
515
138
17
Penelo
891
81
514
77867
20 59 54

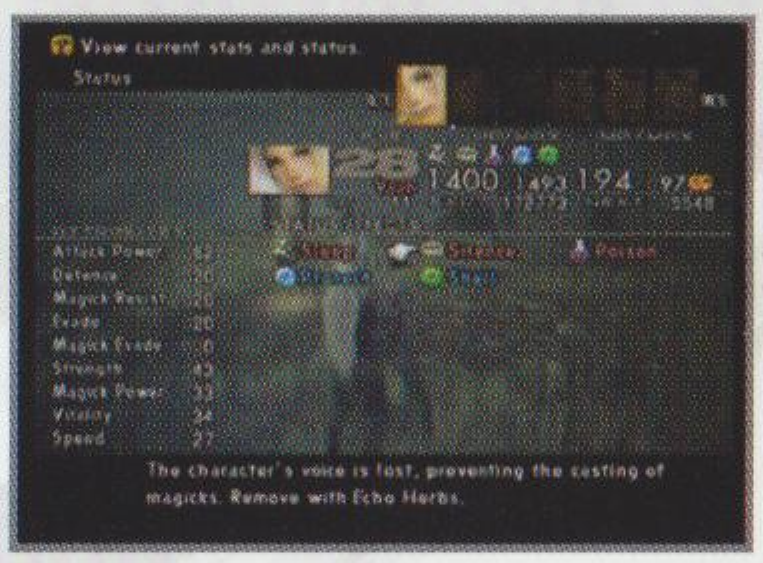
NOTE: *Whilst attempting to adjust party composition during battle, members who are targeted or performing an action cannot be removed from the party until they are no longer targeted or the corresponding action is complete.*

GUEST MEMBERS

As you proceed through the game, there will be times when other characters temporarily join your party. While these "guests" are considered party members, they will act according to their own will. Guest members do not gain experience, cannot be given orders, cannot be removed from the party, and cannot have their equipment adjusted.

STATUS

Use this option to view the current stats and status effects of your characters. Press the L1 or R1 button to cycle through characters.



View current stats and status.

Status
28
1400
1493
194
97
Poison
Attack Power
Defence
Magick Resist
Evade
Magick Evade
Strength
Magick Power
Vitality
Speed

The character's voice is lost, preventing the casting of magicks. Remove with Echo Herbs.

STATS

LEVEL	The character's current level.
HP	The character's current/maximum hit points. If a character's HP reaches zero, the player is KO'd and unable to participate in battle. Max HP increases as a character gains levels or obtains certain licences.
MP	The character's current/maximum Mist points. Mist points are required to cast spells. Max MP increases as a character gains levels.
LP	The number of licence points a character currently has to spend on acquiring new licences. Defeat foes to earn LP.
EXP/NEXT	The character's current number of experience points and the number of points needed to reach the next level. Defeat foes to earn EXP.
Attack Power	The character's attack power. The higher the number, the more physical damage the character is capable of dealing to an enemy. Attack power is based mainly on a character's weapon.
Defence	The character's defence rating. The higher the number, the less damage the character will take from physical attacks. Defence is based mainly on a character's armour.
Magick Resist	The character's resistance to magick. The higher the number, the less damage the character will take from magick-based attacks. Magick resist is based mainly on a character's helm.
Evade	The character's ability to evade physical attacks. The higher the number, the higher the probability an enemy's attack will miss or the character will successfully parry or block. Evade is based mainly on a character's shield.
Magick Evade	The character's ability to evade magick. The higher the number, the higher the probability an enemy's magick will not be effective on the character. Magick evade is based mainly on a character's shield.
Strength	Determines the power of most physical attacks. Strength increases as a character gains levels or obtains certain licences.
Magick Power	Determines the potency of various magicks. Magick power increases as a character gains levels or obtains certain licences. Magick power also affects the attack power of some weapons.
Vitality	Determines the character's resistance to various status ailments as well as the time required for recovery. Vitality increases as a character gains levels. Vitality also affects the attack power of some weapons.
Speed	Determines the amount of time required to perform various actions. Speed also affects the attack power of some weapons.

There are some weapons, armour, and accessories that affect the above attributes when equipped.

Character development in FINAL FANTASY® XII is based largely on the acquisition of "licences". Licences are required to equip weapons and armour, learn magicks and technicks, and enhance a character's abilities. For a detailed description of the licence system, please refer to page 22 .

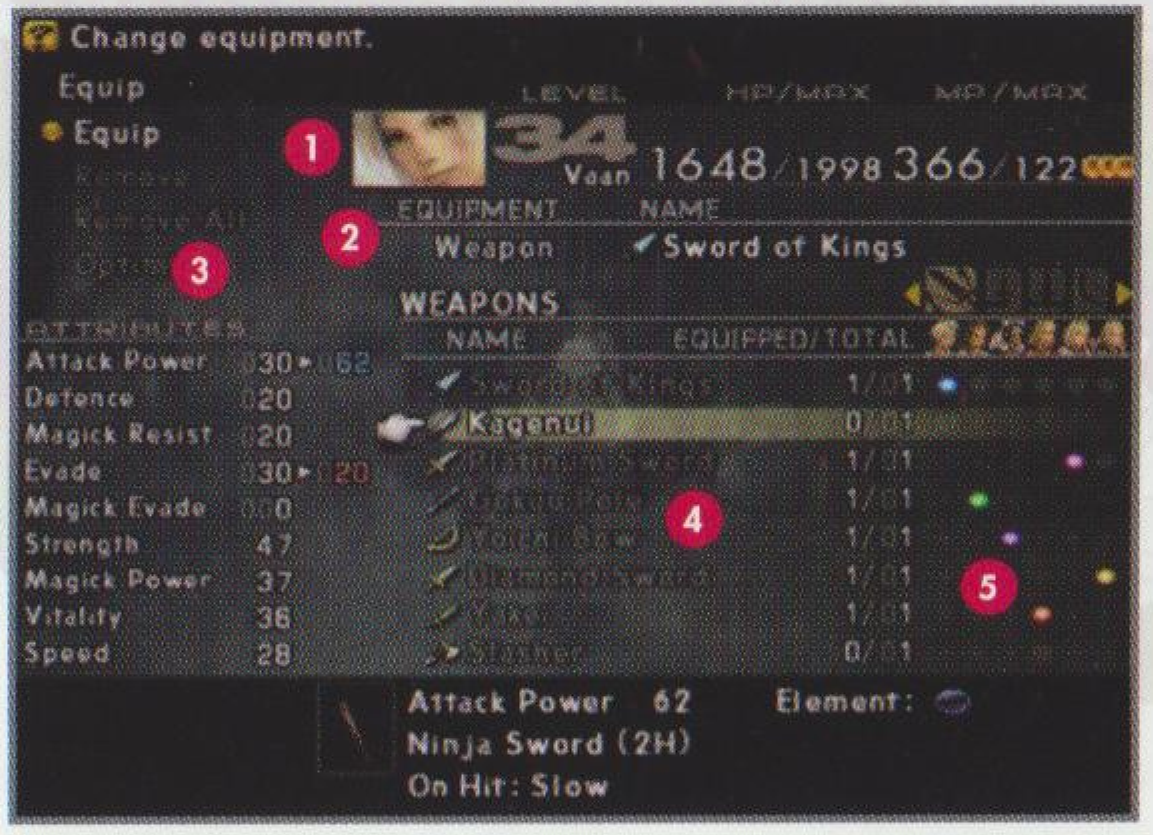
EQUIP

Use this command to change the equipment of your party members. You can manually remove or equip each character's weapon, off-hand item, helm, armour, and accessory, or choose "optimise" to automatically equip a character with the strongest equipment available.

To equip items manually, first select "Equip" from the menu. Next, select the type of item you wish to equip. When selecting weapons, you can cycle through weapon categories using the ⬅➡ directional buttons or the L1 / R1 buttons.

When a piece of equipment in the item list is highlighted, the item's effect on a character's attributes is displayed. A number in red indicates that the equipment will lower an attribute, while a number in blue indicates an increase.

Equipment listed in grey is either currently equipped by another character or cannot be equipped due to a lack of the proper licence. View the chart on the far right of the screen to determine whether or not a character has acquired the licence necessary to equip a certain item.



Change equipment.

Attack Power 30 ▸ 62
Defence 20
Magick Resist 20
Evade 30 ▸ 20
Magick Evade 0
Strength 47
Magick Power 37
Vitality 36
Speed 28

Attack Power 62
Ninja Sword (2H)
On Hit: Slow

Element:

Reading the Equip Screen

❶ Character whose equipment you have chosen to change.
❷ Character's current equipment.
❸ Change in attributes caused by equipping the selected item.
❹ List of items in your party's inventory.
❺ Chart indicating which characters can equip the selected item.

Weapon	Equip one-handed, two-handed, and ranged weapons in this slot
Off-hand	Equip shields (when a one-handed weapon is equipped) or ammunition (when a ranged weapon is equipped) in this slot
Helm	Equip headgear to increase magick resist in this slot
Armour	Equip armour to increase defence in this slot
Accessory	Equip accessories with various effects in this slot

Action List

When selecting a character in the Party Menu, pressing the ⊡ button calls up that character's action list. The action list displays the magicks, technicks, Espers, and quickenings the character has obtained. Magicks etc. listed in grey have yet to be learnt. Press the ⊗ or ⊡ button to advance through the list. Use the directional buttons to select and display a short summary of each action.

LICENCES

Use this command to spend licence points and obtain new licences. Character development in FINAL FANTASY® XII is based largely on the acquisition of "licences". Licences are required to equip weapons and armour, learn magicks and technicks, and enhance a character's abilities.

Licence points (LP) are earned along with experience points when you defeat an enemy. Refer to page 24 on how to use LP to obtain licences.

GAMBITS

Use this command to configure a character's gambits. Gambits are customisable commands that determine how a character will fight during battle. For more information on customising and configuring gambits, please refer to page 26.

WORLD MAP

Use this command to view the World Map, as well as any Location Maps you possess.

INVENTORY

Use this command to view the items you have obtained.

CLAN PRIMER

Use this option to view the Clan Primer, a comprehensive adventuring guide used by adventurers across Ivalice. Useful information such as hunt records, traveller's tips and more can be found within its pages. You will obtain the Clan Primer after completing a certain task. Once you have received it, it is recommended that you check it often for hints on a variety of subjects.

CONFIG

Use this command to adjust various battle and game settings.

When lists such as the weapons list contain too many items to display on one screen, you can use the △ button in conjunction with the ↑↓ directional buttons to quickly advance through the pages.

LICENCES

Character development in FINAL FANTASY® XII is based largely on the acquisition of "licences". Licences are required to equip weapons and armour, learn magicks and technicks, and enhance a character's abilities.

THE BASICS

In addition to enabling a character to equip various items or cast potent magicks, there are also licences to boost maximum HP or increase a character's number of gambits. Licences can be obtained on the "licence board" by using "licence points" (LP) earned when defeating foes.

Each character has a licence board; however, the layout of the board is the same for all characters.

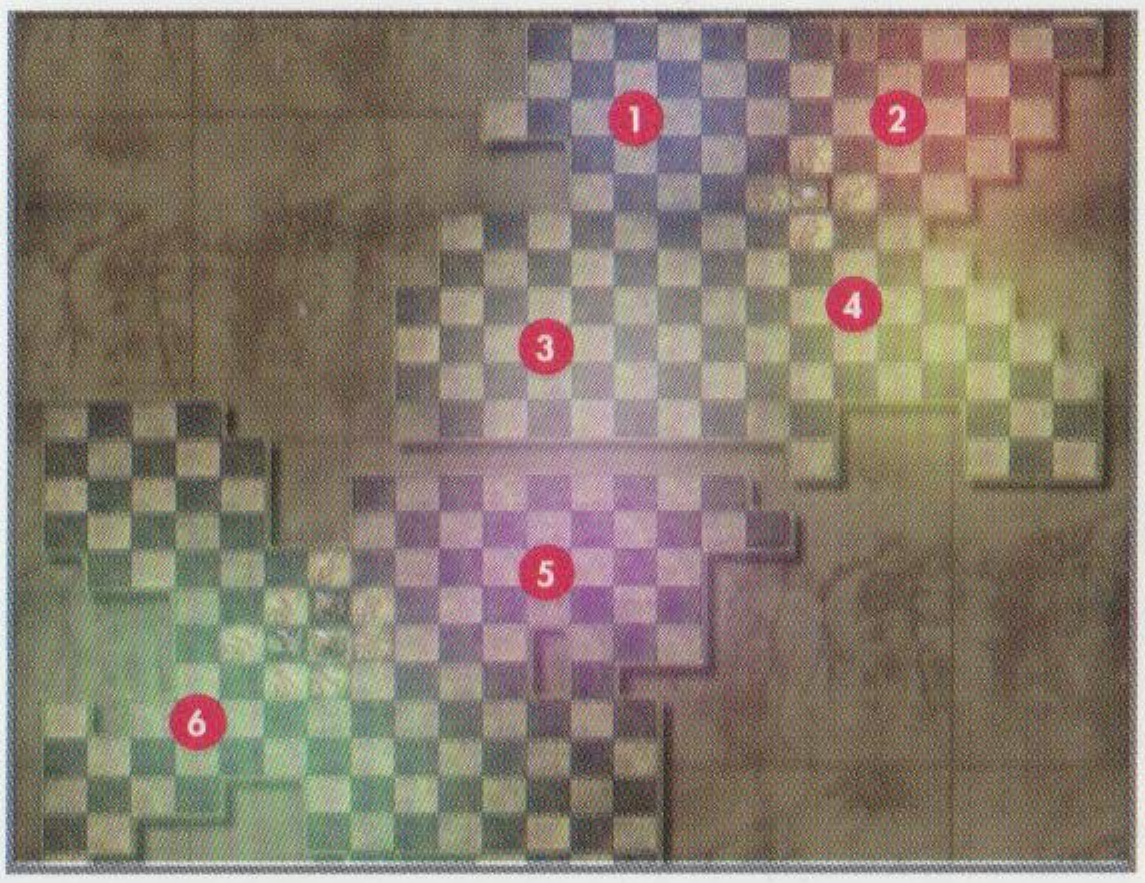
Simply obtaining a licence for a magick or technick does not automatically allow a character to use that ability. Before it can be used, the corresponding magick or technick must be purchased or found. Once you have acquired a magick or technick, any of your characters with the proper licence will be able to use it.

Licences for ability enhancements do not require any items and are effective immediately after being obtained.

CHOOSING LICENCES

You are free to choose which licences each character acquires. There are several categories of licences, and using LP to obtain them will gradually open up new licences on the same area of the board. These newly unlocked licences will often be more powerful than previous ones and thus require more LP to acquire. To ensure smooth adventuring, you should focus character licence acquisition on the areas in which you wish them to excel.

LICENCE BOARD LAYOUT

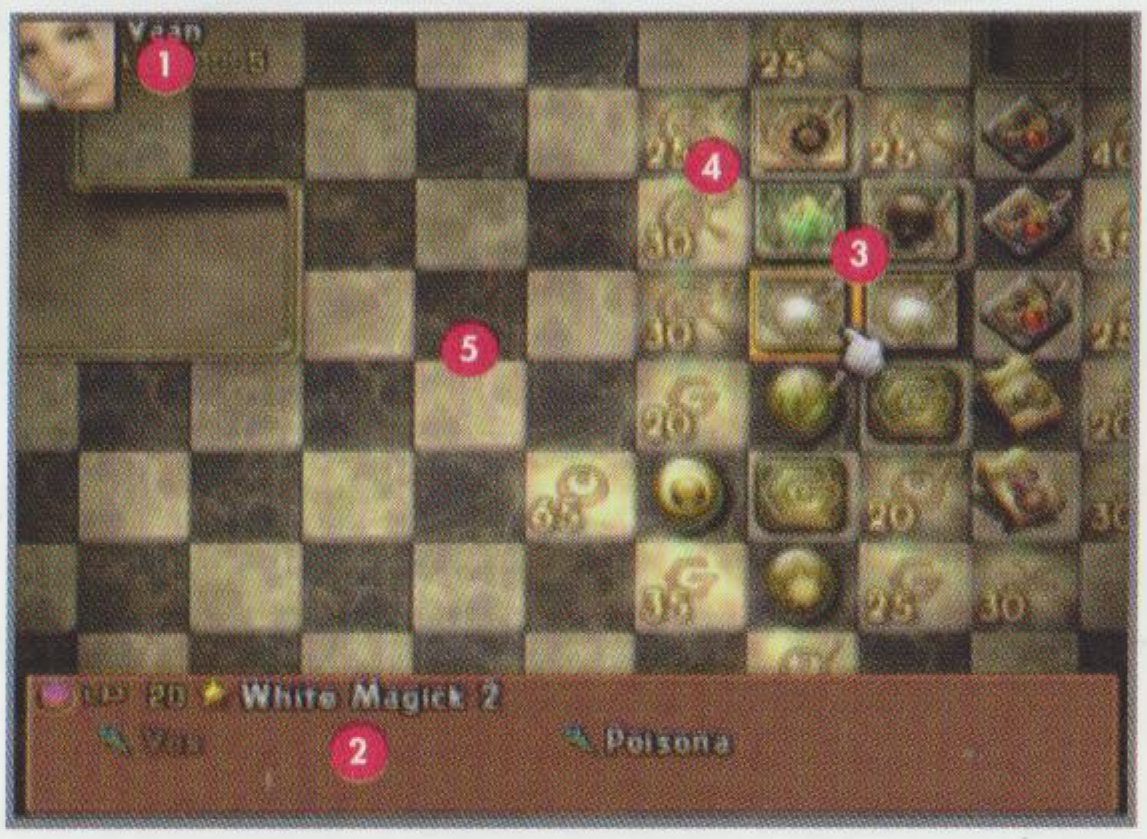


The licence board is loosely divided into six different areas:

- ① Magicks
- ② Accessories
- ③ Augments
- ④ Technicks
- ⑤ Armour
- ⑥ Weapons

If you wish to make a character skilled in magick, it would be wise to allot most points to licences in category 1. On the other hand, if you prefer a character who excels in physical attacks, it would be better to focus on obtaining licences in category 6.

THE LICENCE BOARD



The licence board can be displayed by selecting "Licences" from the Party Menu and choosing a character.

- ① Character name/available LP
- ② Licence description
- ③ Licences already obtained
- ④ Available licences
- ⑤ Locked licences

Licence Board

The layout of the board is the same for all characters.

Available LP

The current amount of LP the character has to spend on new licences.

Licence Description

A description of the currently selected licence.

Licences Already Obtained

Licences already obtained by a character are displayed in colour.

Available Licences

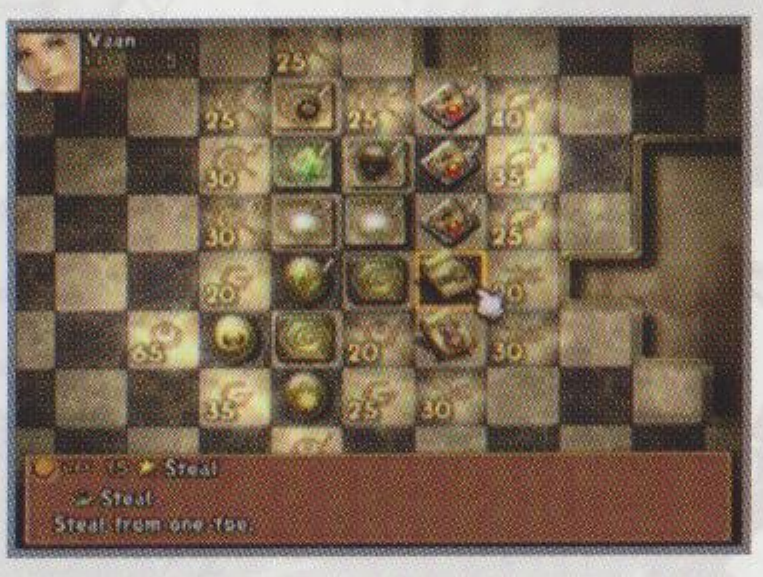
Licences that have yet to be obtained by a character are displayed in light grey. The number in the lower left hand corner of an available licence is the amount of LP required to obtain it.

Locked Licences

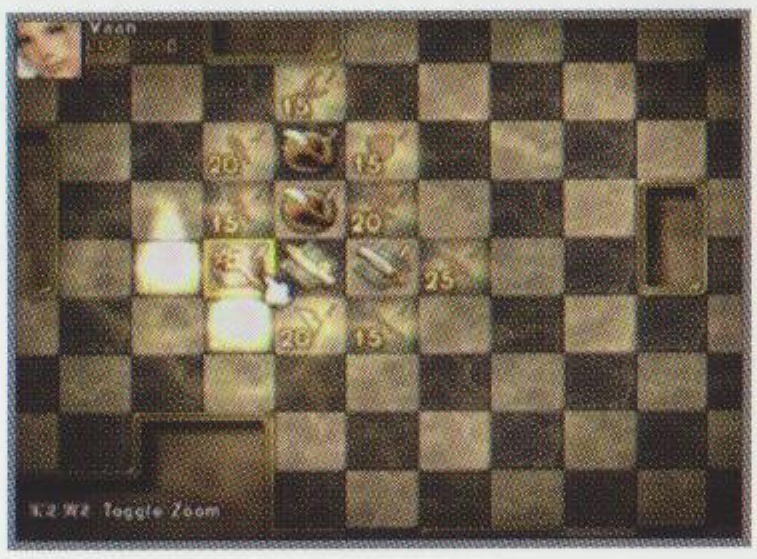
Detailed information regarding locked licences remains hidden until an adjacent licence has been obtained.

You can press the L1 or R1 buttons at any time to cycle through the licence boards of each character.

OBTAINING LICENCES



1) Open the board of the character for whom you wish to obtain licences. Use the L1 and R1 buttons to cycle through your party members.
2) On the board you can see which licences each character has obtained so far. Use the directional buttons to select a licence. A mark in the licence panel description indicates that it has already been obtained. Grey text indicates magicks, technicks, armour, weapons, etc. that have yet to be acquired.
3) Only those licences adjacent to previously obtained licences can be viewed and obtained. The number in the bottom left hand corner of each indicates the amount of LP required to obtain it. Select one of these licences to view a detailed description.



4) Locked licences cannot be obtained, regardless of how many LP a character may have.

Selecting one will display the LP cost and the category of the licence.

5) Obtaining a new licence will unlock those adjacent to it. The more licences unlocked in one direction, the more powerful the licences will become. To learn potent magicks or equip powerful weapons, you typically must acquire lesser licences first.

The licences you choose for your characters will directly affect their performance on the battlefield.

Raising balanced characters is one path you may wish to take; however, raising six characters with individual strengths may make your adventuring easier. For example, why not create a paladin-type character who excels in swordsmanship as well as healing magic? Or how about a black mage, excelling at damage dealing, or a white mage specialising in mending your party's wounds? The possibilities are endless. Often, a balanced party of unique individuals can be much more effective than a party of average ones.

ESPERS AND QUICKENINGS

In addition to normal licences, the board also hides licences for Espers and special attacks known as "quickenings".

Licences for summoning Espers only appear on the licence board after your party has defeated one. As with normal licences, Esper licences require LP to obtain; however, be aware that each Esper can only be obtained and summoned by a single character.

Quickenings are special battle techniques unique to each character in your party. Quickening licences are hidden about the board and only appear when a nearby licence has been obtained. The locations of all the quickening licences are the same on all licence boards, however, when a character learns a quickening, that licence will be removed from all other characters' boards.

MIST

When a character obtains an Esper or quickening licence, the option "Mist" will be added to the Battle Menu. By using "Mist charges", the character will be able to summon Espers or perform quickenings, special techniques capable of dealing considerable damage to your foes.

MIST CHARGES

When a new Esper or quickening is obtained, a new MP gauge will be combined with the original one. This new gauge will possess the same maximum MP limit as the original. A character may obtain up to three of these gauges, called "Mist charges". Mist charges are required when summoning an Esper or performing quickenings, with the number of Mist charges required depending on the selected Esper or quickening's rank. Using a Mist charge spends all the MP within a gauge.

MIST CHAINS

When a quickening is performed, the screen switches to quickening mode. While these attacks can be performed alone, chaining several together presents an opportunity to deal massive damage to a target. At the bottom of the quickening mode screen, a timer and a list of available quickenings is displayed. By pressing the proper button combinations within the allotted time, you will be able to perform multiple attacks. The quicker you are able to input the combinations, the more time you will have left to perform the next. When the timer runs out, your Mist chain will end.

Pressing the R2 button while in the quickening mode screen shuffles the quickening list. At times, a "charge" option will appear. Selecting this refills a Mist charge, allowing continued use of quickenings.

GAMBITS

Gambits are customisable commands that can direct characters to automatically perform certain tasks during battle or while adventuring.

THE BASICS

Gambits consist of two different components, one being the "target", which represents the character/foe an action will be carried out on, and the other being the "action" to be performed on the selected target. Both must be assigned a condition before the gambit can be activated.

Assignable targets consist of party members and foes, as well as various specialised cases, for example, "Ally: MP < 40%". which targets allies with less than 40% of their maximum MP.

These targets must be either purchased at a gambit shop or found in treasure chests. Once you have obtained a target, your whole party will be able to use it.

Assignable actions consist of commands such as Attack, Magicks, Technicks and Items.

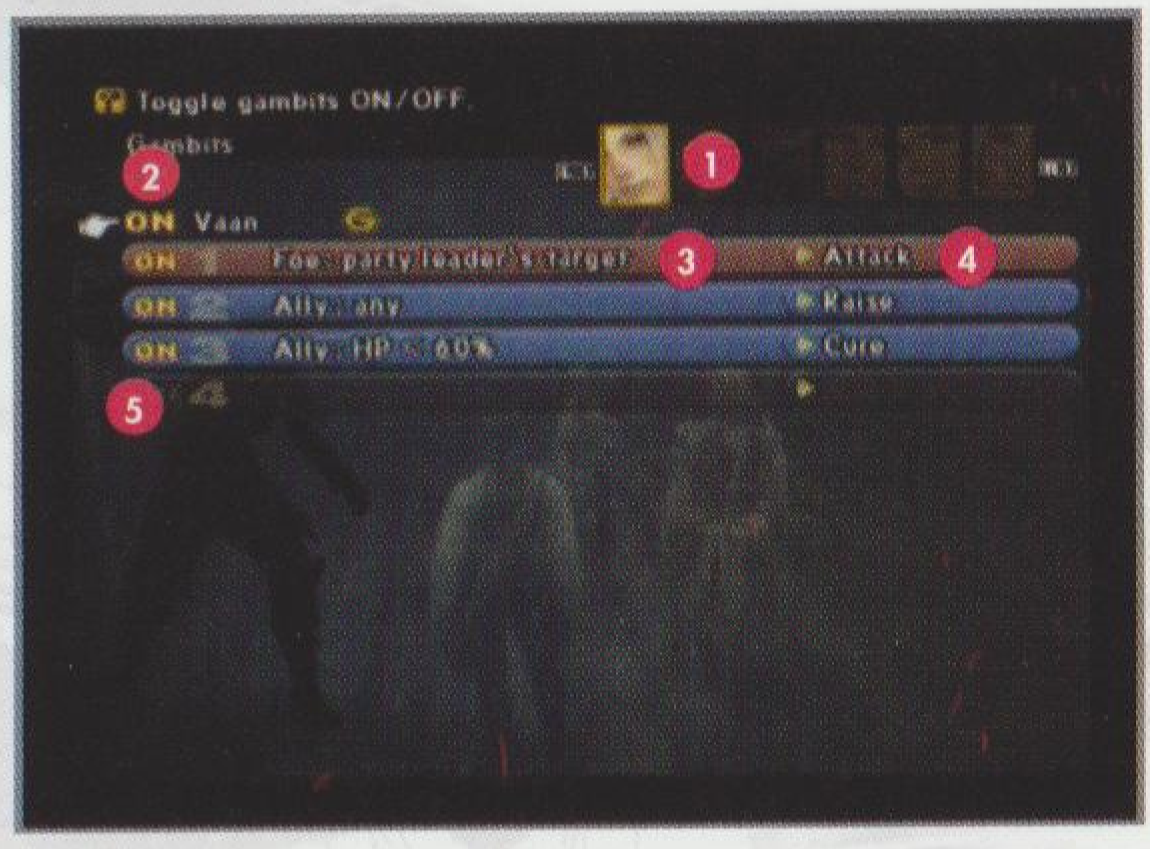
With the exception of Attack, your party must have obtained a magick, item, etc. before you will be allowed to assign it as an action. An action will appear in each character's gambit action list the moment it is obtained. However, it will remain unusable (in grey) until the character has obtained the corresponding licence.

You can increase a character's number of gambit slots by obtaining new ones from the licence board. You will be given the option to adjust the priority level of your gambits.

There is no one way to configure your gambits. You should always build gambits that best suit the current situation. You can also turn ON/OFF each character's gambits at any time. Sometimes it is wiser to turn off all gambits during a heated battle to prevent unnecessary actions that may be detrimental to your chances of victory.

GAMBIT CONFIGURATION

Select "Gambits" from the Party Menu and select a character to open the gambit configuration screen.



ON 1 Foe: party leader's target ▸ Attack
ON 2 Ally: any ▸ Raise
ON 3 Ally: HP < 60% ▸ Cure

Reading the Gambit Configuration Screen

❶ Selected character
❷ ON/OFF switch
❸ Target
❹ Action
❺ Gambit slot

ON/OFF Switch

Switches all gambits ON/OFF. When switched ON, the character will automatically perform the assigned actions when the target conditions are met.

NOTE: *Even when gambits are switched ON, predefined actions can be overridden by manual commands from the Battle Menu. Gambits can also be switched ON/OFF directly from the Battle Menu.*

Target

Assigns a target such as a party member or a foe. Gambit targets must be purchased or found.

Action

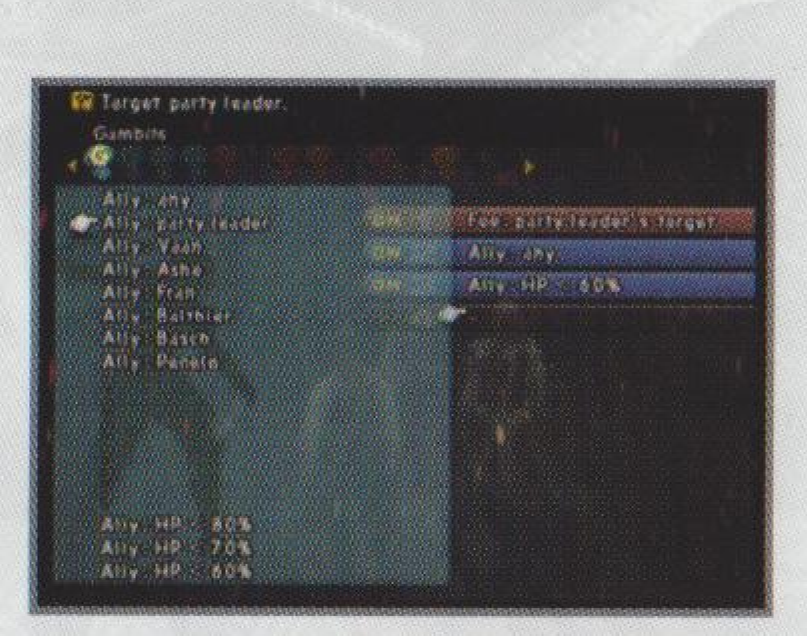
Assigns an action to be performed on a selected target. If a character has not obtained the corresponding licence, the action will be displayed in grey.

Gambit Slot

A grey slot indicates a gambit that has been switched OFF, or has not been assigned a target and action. A blue slot indicates an action that involves an ally, while a red slot indicates an action that involves a foe.

CONFIGURING A GAMBIT

1) First, select a target from the categorised list that appears on the left.
2) There are many categories to choose from, some catering to fairly specific situations. These consist of party-specific (e.g. Ally: Penelo), HP/MP-specific (e.g. Ally: MP < 70%), and status-specific (e.g. Ally: status = Slow) targets, in addition to many others. Adjusting targets to match the strengths and weaknesses of allies and foes will greatly benefit you on the battlefield.



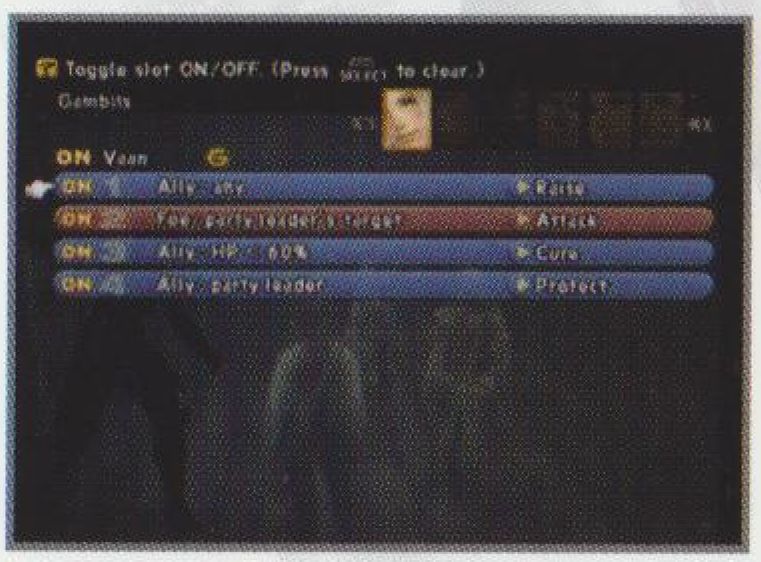
Target party leader.

ON Foe: party leader's target

ON Ally: any

ON Ally: HP < 60%

3) After assigning a target, your next task will be to select the action to be performed on the target. Actions consist of commands like Attack and licence-based abilities such as magicks and technicks. You can also assign the use of items in your inventory.
4) Chosen magicks and technicks will be performed according to the targets you have assigned. The same is true for items. However, such actions will only be initiated if you have the necessary MP or appropriate item in your inventory.
5) By highlighting a gambit and pressing the ⊗ button once, you can adjust its position in the list with the ⬆ or ⬇ directional buttons. Press ⊗ again to confirm its new position. A gambit's position in the list determines its priority.
6) Gambits will activate in the order of their listed priority.



Toggle slot ON/OFF. (Press SELECT to clear.)

ON Vaan

ON Ally: any ▸ Raise

ON Foe: party leader's target ▸ Attack

ON Ally: HP < 60% ▸ Cure

ON Ally: party leader ▸ Protect

As long as the conditions for a higher priority gambit are met, any gambits of lower priority will not be activated. If priority rankings are not set properly, certain gambits may never activate. If you run into problems with gambits, try adjusting their priority.

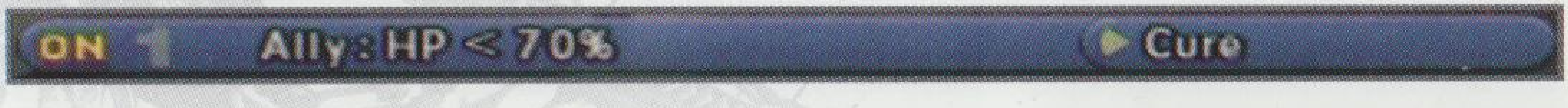
7) You can turn a gambit ON/OFF by selecting it and pressing the ⊗ button twice. When OFF, the gambit will be displayed in dark grey. Turn off individual gambits when you feel their effects may be detrimental to a battle's progress. Turn off all gambits when you wish to proceed without engaging in any battles at all.

Remember that gambit actions can be overridden at any time by issuing a command from the Battle Menu.

Sample Gambits

Gambits can be used to speed up or improve the efficiency of battles, as well as give you an advantage in heated situations. Below are a few examples of gambits that may help you in your adventures:

TARGETS



ON 1 Ally: HP < 70% ▶ Cure

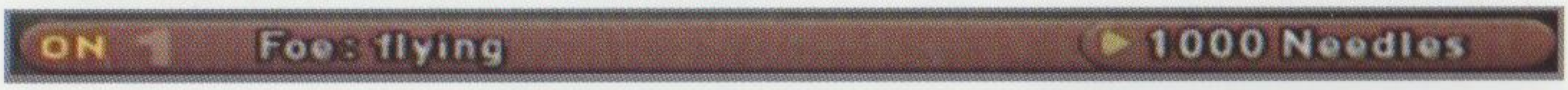
Vaan
Basch
Ashe
203

Along with targets for individual characters or enemies, there are also specialised targets for certain situations. Using the target best suited to your current situation will ensure maximum effectiveness.

The gambit above will cause the character to cast Cure on any party member whose HP has fallen below 70% of its maximum. The character will not carry out this command unless the conditions are met, allowing you to concentrate on other aspects of the battle without worrying about everyone's HP.

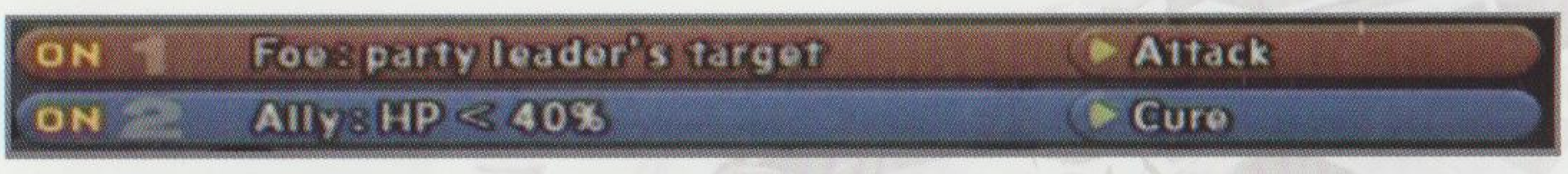
In addition to HP-related targets, there are also MP-related and status-related ones, as well as targets that exploit foes' weaknesses (e.g. Foe: earth-vulnerable).

ACTIONS


ON 1 Foe: flying ▶ 1000 Needles

In addition to Attack and Magicks, Technicks and Items can also be set as actions. By combining proper actions and targets, you can build gambits that will make the best use of your items and MP, or deal the most damage to your foes. The example above will initiate the ranged technick "1000 Needles" when the character is confronted by a flying enemy (an enemy that cannot be attacked with melee weapons). Preparing gambits for several situations can help increase the overall pace of the game while maximising an individual character's potential.

PRIORITISATION


ON 1 Foe: party leader's target ▶ Attack
ON 2 Ally: HP < 40% ▶ Cure

The order of gambits in the gambit list also represents their priority. A character will never execute a gambit lower in the list as long as the conditions for a higher one are met. Likewise, if conditions for a gambit high on the list are not met, the next gambit down is given priority. The example above has the character attacking the same target as the party leader, and then casting Cure on an ally with less than 40% HP. However, as long as the leader has a target, the character will never cast the spell. In this case, the character will only cast Cure when the leader's target has been defeated. To ensure that the character casts Cure during a battle, you would have to move the Cure gambit above the Attack gambit.

BATTLE

FINAL FANTASY® XII is proud to introduce the revolutionary Active Dimension Battle (ADB) system, combining the ease of turn-based RPGs with the excitement of real-time action.

THE BASICS

Active Dimension Battle

The ADB system removes the transition between exploration and battle. No longer are battles fought in a closed environment. Now, whole areas are your battlefields. Terrain, party member location, and obstacles all influence how a battle is fought. Also, because you can see foes before engaging them, you have the opportunity to avoid unwanted conflicts.

Each type of monster has its own territory and behavioural patterns. Some foes will attack your party the moment they spot you, others will leave you alone unless provoked, while others still will fight among themselves or prey on weaker monsters.

Battle Commands & Gambits

When a battle begins, simply selecting the Attack command once for each character will order them to engage the specified target and continue fighting until the target has been defeated. It is not necessary to reselect the command after every hit. If you have gambits activated, your characters will automatically carry out those commands.

Remember that even if gambits are activated, those orders can be overridden at any time by issuing a command from the Battle Menu. Also, all of an ally's gambits can be switched ON/OFF from the same menu.

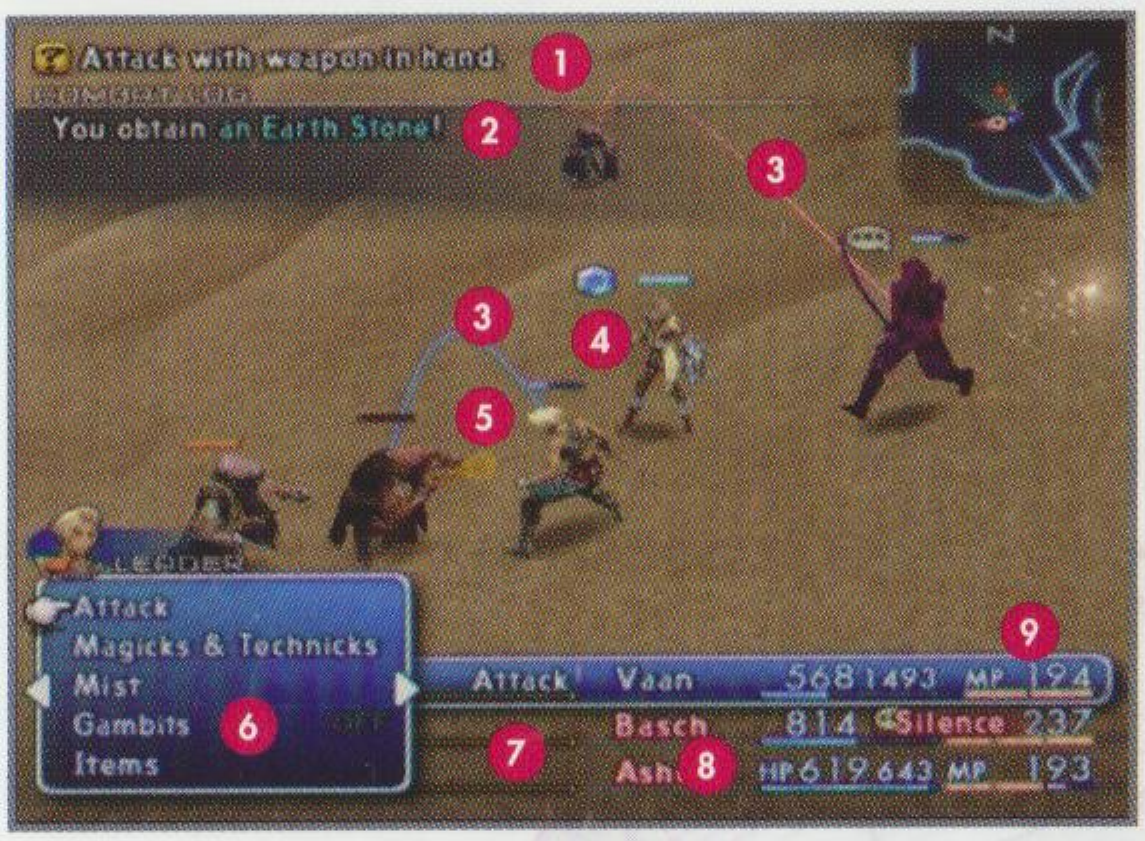
Battle Modes

There are two battle modes available in FINAL FANTASY® XII: Wait and Active. In Wait mode, the action is paused whenever the Battle Menu is open, allowing you to organise your strategies without having to worry about an enemy's relentless attacks. In Active mode, the action continues regardless of whether or not the Battle Menu is open. This mode is recommended for skilled players who seek thrilling, fast-paced confrontations.

The battle mode can be changed at any time from the Config screen found within the Party Menu.

Paying attention not only to a monster's attributes, but also to the terrain on which you fight, will help ensure victory when fighting powerful foes. The battlefield is always changing, and it is wise to adjust your gambits and strategy to meet the demands of the situation.

READING THE BATTLE SCREEN



Attack with weapon in hand.

You obtain an Earth Stone!

1
2
3
3
4
5
LEADER
Attack
Magicks & Technicks
Mist
Gambits
Items
6
OFF
7
Attack
Vaan 568 1493 MP 194
Basch 814 Silence 237
Ash 8 HP 619 643 MP 193
9

① Help message
② Combat log/target info
③ Target line
④ HP gauge
⑤ Target guide
⑥ Battle Menu
⑦ Charge time gauge
⑧ Gambit status
⑨ Current/max HP & Current MP

Help Message

Information about the currently selected command.

Combat Log/Target Info

Information about actions performed by allies and foes. When a foe is targeted, various information such as the target's name is displayed.

Target Line

A line connecting a target with an ally or foe who is currently performing an action on that target. The colour of the line varies with target and action type.

HP Gauge

A simplified HP gauge showing a target's current hit points. The colour of the gauge varies with the type of target.

Target Guide

An arrow extending from the party leader indicating whether or not a target is within range. A yellow arrow indicates the character is within range to perform the selected action. A red arrow means that the character is too far from the target.

Battle Menu

A list of battle commands called up by pressing the ⊗ button. Select a command with the ↑↓ directional buttons. Toggle between allies with the ←→ directional buttons. An ally's gambits can also be turned ON/OFF from this window.

Charge Time Gauge

A gauge indicating how much time remains before a character will perform an action.

Gambit Status

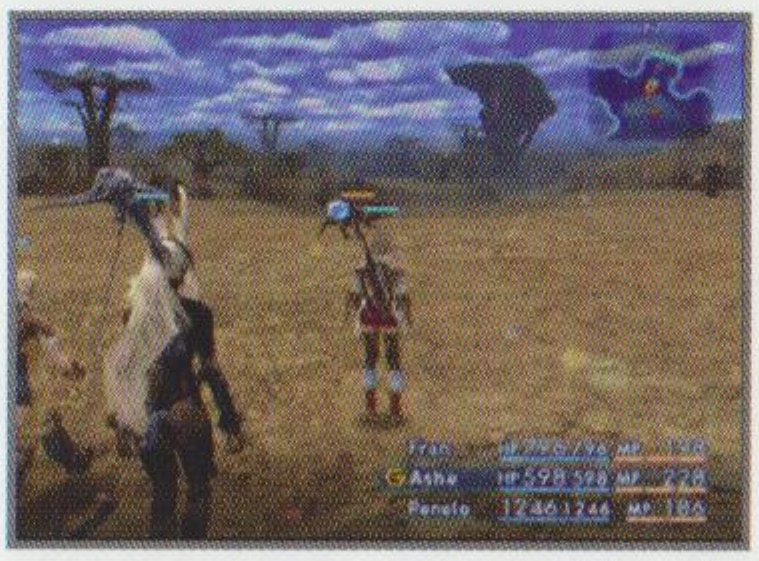
A stylized "G" is displayed when a character's gambits are turned ON.

Current/Max HP & Current MP

Current HP is displayed on the left, maximum on the right. Next to these numbers, the character's current (but not maximum) MP is also shown. Open the Party Menu to view the character's maximum MP.

FLOW OF BATTLE

1) Finding a Foe



Foes with a red HP gauge are aggressive and will attack your party if they spot you. If possible, it is wise to check a target before engaging in battle. If you use the technick "Libra" or have an accessory with the Libra effect equipped, you will be able to view target information such as HP and level in the upper left hand corner of the screen.

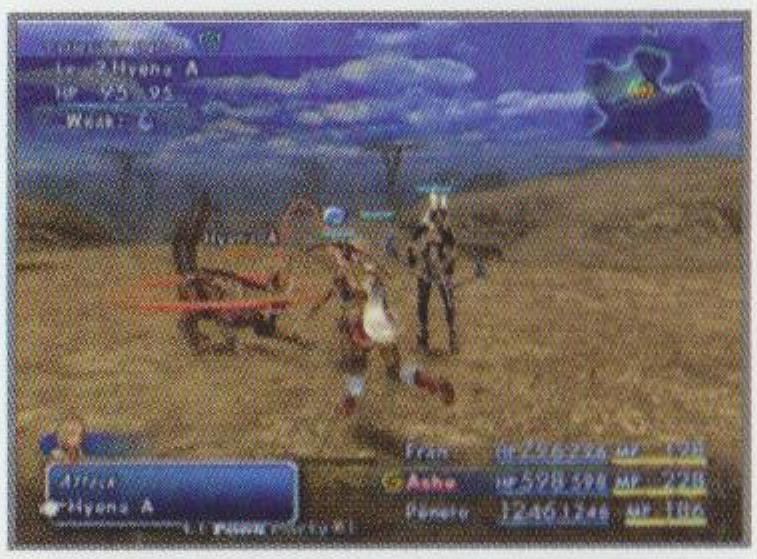
Enemies with a green HP gauge will not attack your party unless you attack first. However, the gauges of certain enemies have been known to change from green to red, even without violent provocation.

2) Selecting an Action

Pressing the ⊗ or ⊡ button will call up the Battle Menu.

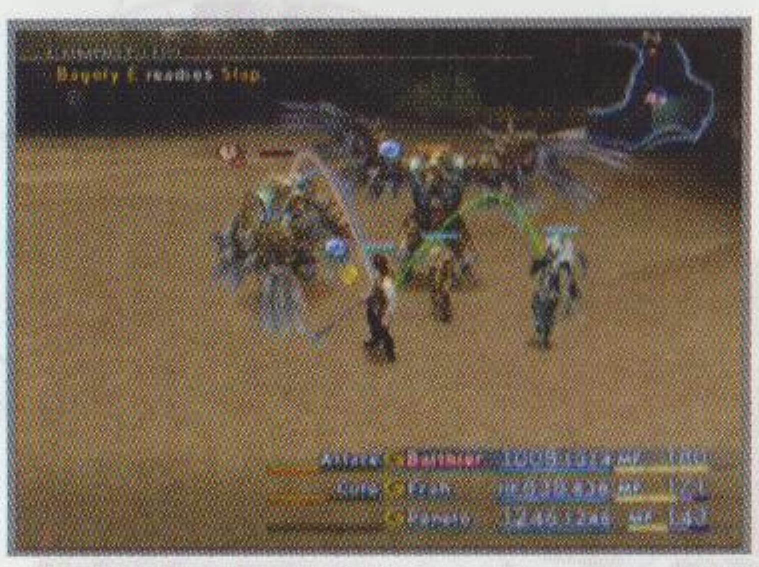
Here you can choose commands such as Attack or Magicks & Technicks to perform on selected targets. Use the ←→ directional buttons to toggle between party members. Characters who have their gambits turned ON will automatically carry out the actions assigned to them by their gambits without waiting for a battle command.

3) Selecting a Target



After selecting an action, a window will appear in the lower left hand corner of the screen listing all nearby targets. At this point, a red ring will appear around the target currently selected from the list. When performing an action on party members, such as casting Cure, a blue ring will appear around the selected target. When a target has been selected, pressing the ⊗ or ⊡ button will initiate the action.

4) Target Lines



When allies or enemies initiate actions, coloured lines will appear, connecting them to their targets. These are known as "target lines". Red target lines indicate enemy actions against allies. Blue lines indicate allies' actions against enemies. Green lines indicate healing actions such as casting Cure or using potions.

5) Into the Fray!

After selecting an action, the "charge time gauge" displayed to the left of a character's name will begin to fill. When the gauge is completely filled, the character will execute the action. Once Attack has been selected, a character will continue to automatically attack the target with his equipped weapon until the target has been defeated. There is no need to re-input the Attack command when the charge time gauge resets. If gambits are turned ON, a character will continue to execute the set commands as long as the gambit conditions are met.

6) Other Actions During Battle

Gambits can be overridden at any time by inputting commands from the Battle Menu. All of an ally's gambits can also be switched OFF from the same menu. However, please note that if the party leader is positioned too far away from other allies, tasks such as leader changes or battle command input may not be executable.

Party Composition

You can instantaneously change your party leader at any time by pressing the ↑↓ directional buttons when the Battle Menu is not open. In the event your party leader is KO'd, gameplay will stop and you will be required to select a new leader before proceeding. If you have more than three characters available, you can call up reserve members using the Party command in the Party Menu.

Fleeing

If you wish to cancel all commands and flee from battle, or simply avoid confrontation with aggressive targets, pressing and holding down the R2 button will cancel all current ally actions and prevent the execution of any further actions (including gambits) until the button is released.

Most foes only move and act within a limited area, their "territory". A foe will often chase you if you choose to flee battle; however, many give up when they reach a certain distance from their original positions.

Please note that while it is easier to avoid attacks while fleeing, you will still be vulnerable to them. Also, be careful when running as you may stumble across other aggressive monsters in your path.

7) End of Battle

When all nearby targets have been defeated, the battle will conclude and the EXP/LP amount earned will appear above the fallen enemy. On occasion, enemies will drop items. Move your character over the item icon to pick it up and place it into your inventory.

Battle Chains

Defeating the same type of foe in succession results in a "battle chain". The current chain count is briefly displayed in the lower right hand corner of the screen immediately after you defeat a foe, and continues to rise until you defeat a different type of foe, enter a town, or touch a save or gate crystal. The higher the battle chain, the better chance your party will have of obtaining items after defeating a foe. In addition, there are several levels of battle chain, with higher levels improving drop rates, and increasing the chances of finding rare items, as well as adding beneficial effects, such as Cure, to the items when you pick them up.

TIPS

Below are a few pieces of advice to help you along on your adventure:

USE LIBRA!

Obtainable on the licence board, Libra is a technick that allows you to not only see the name of a foe when targeting it, but also its HP/max HP, level and weaknesses. It also reveals the location of hidden traps. There are several different types of traps in dungeons and fields around Ivalice, most of which have detrimental effects. Libra is quite useful when trying to avoid these obstacles.

In addition to the technick, there are also accessories that give players the Libra status effect when equipped.

CHECK NAME COLOUR!

When none of your party members have Libra activated, you can still make an estimate of a target's strength by viewing the colour of its name in the information window.

Blue	An easy target
Yellow	A tough target, but not impossible to defeat
Red	An incredibly tough target, far beyond your party's current level

SELL YOUR LOOT!

Most monsters do not carry gil, so to earn money you must often sell items that you find during your travels. The majority of the loot that you find on foes cannot be used by your party, so after confirming that you do not require an item, sell it to one of the many shopkeepers peddling their wares across Ivalice.

Sometimes, after selling loot to a shop, new bazaar goods will become available for purchase. The contents of most bazaar goods remain a mystery until they are obtained, so there is some risk involved when buying. However, it is rumoured that there are some rare objects that can only be obtained from the bazaar...

CONSIDER EQUIPMENT BONUSES!

Many weapon and armour categories confer unique bonuses. For example, each category of weapon has a different attack range and some categories allow for a higher percentage of multiple attacks or higher parry rate. Armour, on the other hand, often offers various stat boosts and added effects. For example, certain equipment from the Mystic Armour category boosts magick-related attributes such as magick power or maximum MP. It is always wise to consider the strengths of a character when deciding which equipment and weapon licences to obtain.

LEARN ACTION RANGES!

As mentioned earlier, a weapon's attack range is determined by its category. Melee weapons such as daggers and swords are only effective in close combat. Ranged weapons such as crossbows and guns are required if you wish to deal damage to distant or flying enemies. Irrespective of proximity, only ranged weapons, magicks, and select technicks can be used to defeat flying foes. Note that magicks and technicks also have varying ranges of effectiveness.

You can determine whether or not your party leader is close enough to a target to perform the desired action by checking the colour of the target guide (arrow) stretching in front of him. If the arrow is yellow, the target is within range; if it is red, it is not. All other party members, regardless of active gambits, will automatically move within range of their targets.

KEEP AN EYE ON YOUR STATUS!

Foes often possess attacks that cause harmful status effects. If left untreated, these effects could hamper the performance of your characters, or even knock them out of a battle.

AILMENT	DESCRIPTION	TREATMENT
Oil	Increases damage dealt by Fire magicks	Handkerchief
Disease	Prevents recovery of HP	Vaccine
Poison	Deadly toxin gradually deals damage over time	Antidote
Sap	Gradually drains HP	Regen
Stop	Prevents all movement or action	Chronos Tear
Immobilise	Prevents movement	Remedy*
Disable	Prevents action	Remedy*
Stone/Petrify	Turns a character to stone when the count reaches 0	Gold Needle
Doom	Automatically KO's a character when the count reaches 0	Remedy*
Sleep	Prevents movement or action	Alarm Clock
Confuse	The character cannot tell friend from foe and cannot take commands	Smelling Salts
Blind	Lowers weapon accuracy	Eye Drops
Silence	Prevents magick use	Echo Herbs
Slow	Increases the amount of time needed to execute actions	Haste

*The healing properties of remedies can be improved by obtaining special licences.

NOTE: *In addition to items, there are also magicks that remove some of the above status effects.*

EXPLORING RABANASTRE

The following is information about Rabanastre, the city in which you begin your adventure.

The locations below can all be found on your Location Map by pressing the SELECT button.

RABANASTRE SHOPPING GUIDE

The Sandsea

Located in Rabanastre's bustling East End, the Sandsea has quenched parched throats and filled empty bellies for generations, earning itself a place in the heart of many a weary traveller. Adventurers from throughout Dalmasca journey here to view the notice board, where bills for the hunting of monsters, called "marks", are posted.

Panamis's Protectives

From thick metal armour that protects its wearers from the most powerful blows, to enchanted robes woven with mystical linens said to enhance a wearer's bond with the arcane, Panamis's Protectives guarantees the best selection of armour in the region. Stop by and check out their magick-resistant helms, gilt breastplates, and sturdy shields.

Amal's Weaponry

Stocking a wide variety of weapons for novice and master alike, Amal's Weaponry has a little something for everyone. To new adventurers, Amal recommends his selection of simple swords and daggers. To those who wish to keep their distance from the heat of battle, he suggests one of his fine ranged weapons. He even carries a few unique rods and staves for those who prefer something off the beaten path.

Migelo's Sundries

A successful adventurer is one who is prepared for anything, and prepared you will be after browsing through the extensive list of Migelo's wares. So whether you are a seasoned traveller or a fledgling newly flown, stop by Migelo's Sundries before setting off into the wild.

Batahn's Technicks

Do you find yourself constantly running out of MP in the middle of battles? Are you tired of bland, ordinary magicks? Then Batahn may have what you're looking for! Technicks are quick and easy to use, require no MP, and are, most of all, unique. Once you have saved up enough licence points, stop by Batahn's and see if he can accommodate your needs.

Yugri's Magicks

MP gradually accumulate inside one's body through absorption of faint traces of Mist occurring naturally in the air. Don't let it go to waste! Powerful curative magicks to heal your companion's wounds, time magick capable of manipulating the flow of battle, deadly arcane magic to deal untold damage to your enemies – Yugri's stocks only the finest in tomes.

Yamoora's Gambits

Would you like to improve the efficiency of your party members' actions during battle? Then hurry over to Yamoora's Gambits and pick up a few specialised targets. Be sure to stop by when your travels bring you back to Rabanastre, as they are always updating their selection of reasonably priced merchandise.

YOUR CLAN

During your adventures, you will obtain a special item called a Clan Primer. This handy guide grants admission to the Clan Hall of Clan Centurio, allowing you access to prime information on hunts all across Ivalice.

What are Hunts?

In many towns and villages, you will happen upon large notice boards displaying "bills" requesting the capture, extermination, or exorcising of certain terrible beasts. After contacting the petitioners who post these bills, off you go on the hunt! If successful, they will often reward you with gil, weapons, armour or other loot.

Clan Centurio

It is said that over one hundred clans exist across Ivalice. One of those operating out of Rabanastre is Clan Centurio, led by the eccentric moogle, Montblanc. You can visit the Clan Hall to learn of rare hunts available only to clan members, as well as obtain information on your clan rank and hunts you have accepted.

Clan Rank

Your rank within Clan Centurio rises as you defeat foes on your adventures and successfully complete hunts. When you achieve a new rank, you will be presented with a gift from the clan leader and be granted access to new items in the exclusive clan shop located in the Muthru Bazaar.

Clan Primer

The Clan Primer is a comprehensive record of your travels in Ivalice. It contains information on your accomplishments within the clan, as well as important information on hunts that you have accepted. It also contains a bestiary of foes you have defeated, and various adventuring hints.

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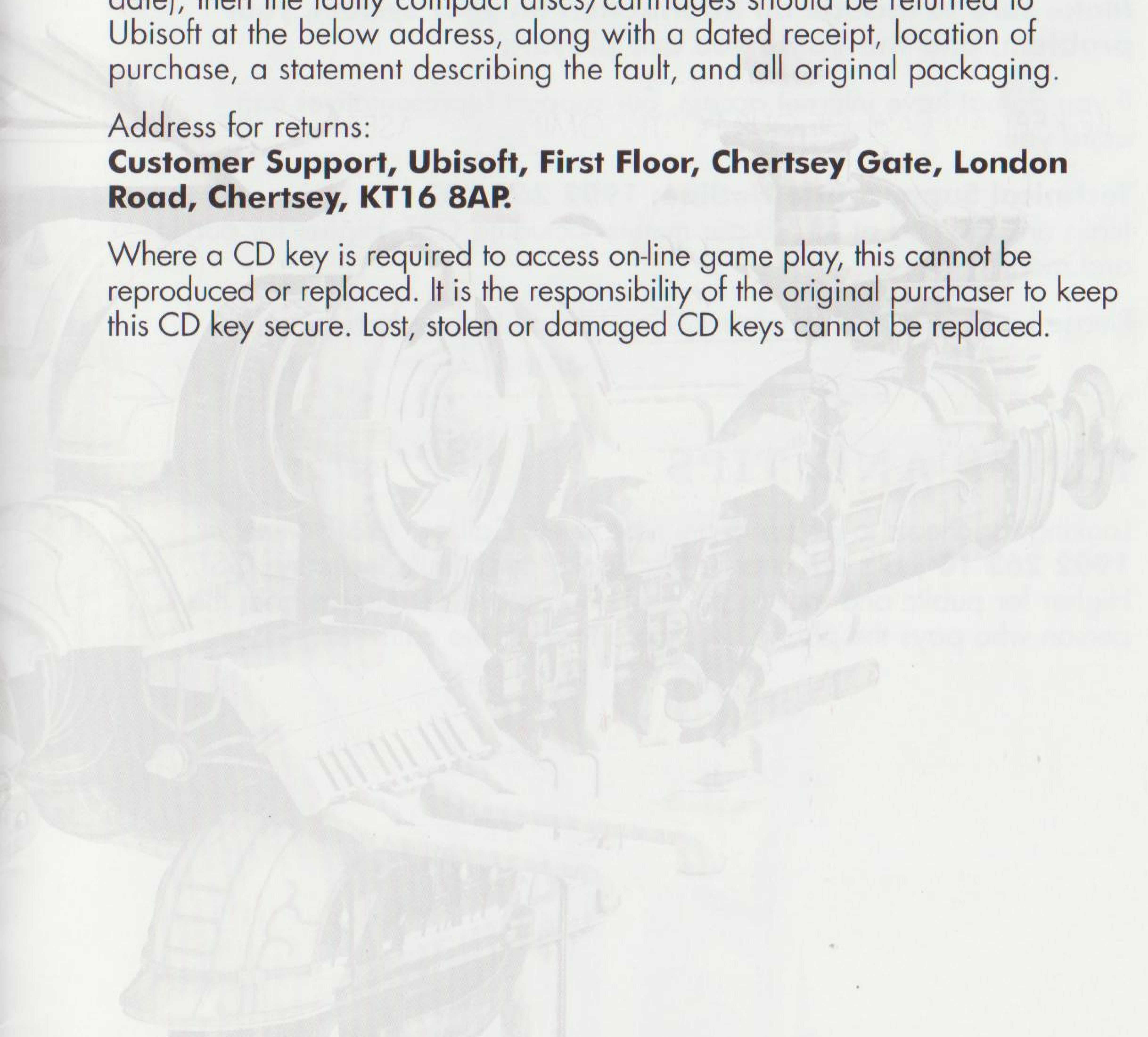

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Simply go to **http://www.ubi.com/uk** and visit the Ubisoft Frequently Asked Questions first, or email us at **support@ubisoft.com.au** - This service is free and available 24/7!

Make sure to include all information on your system, your problem, and the game you are playing.

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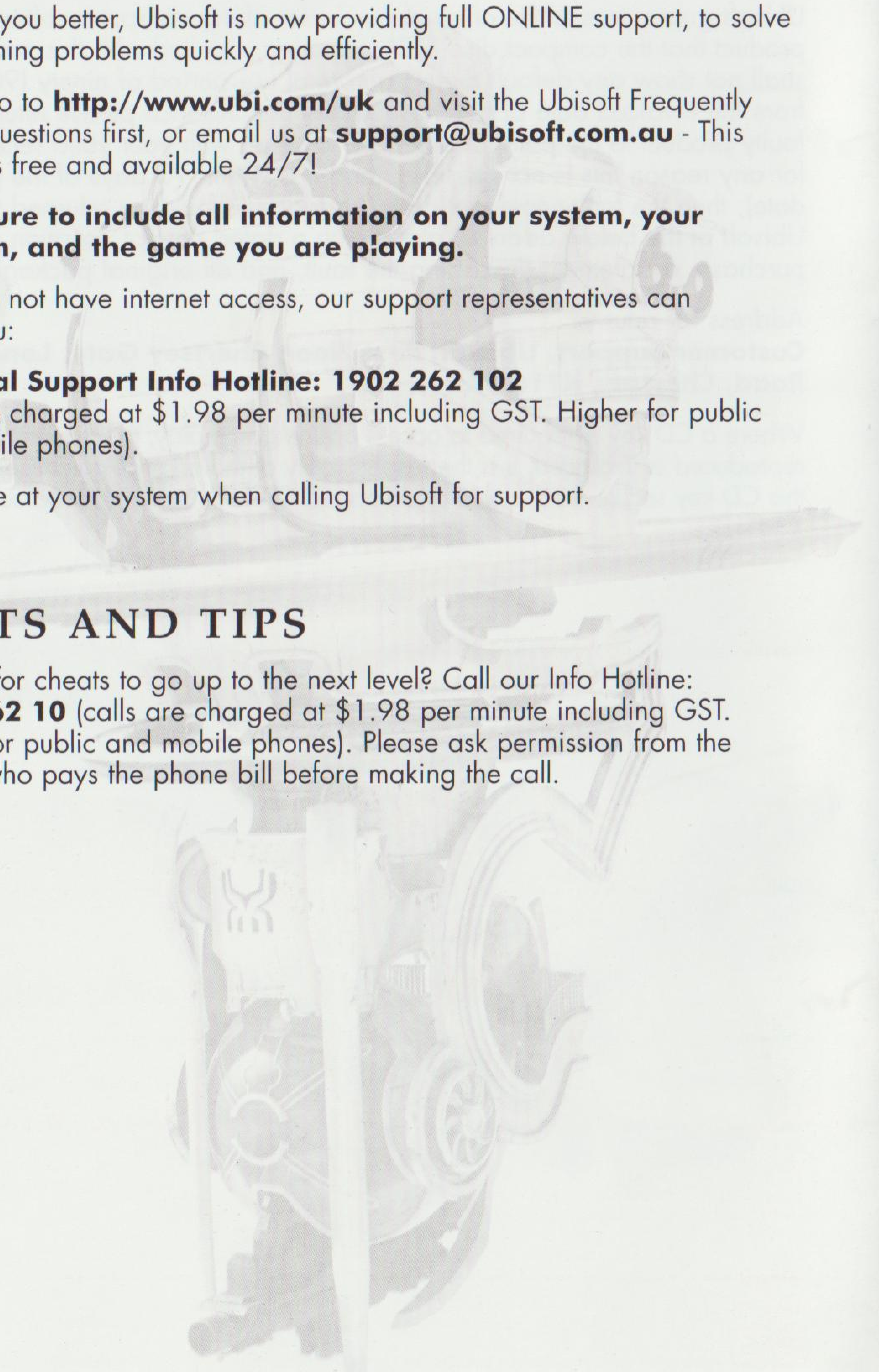

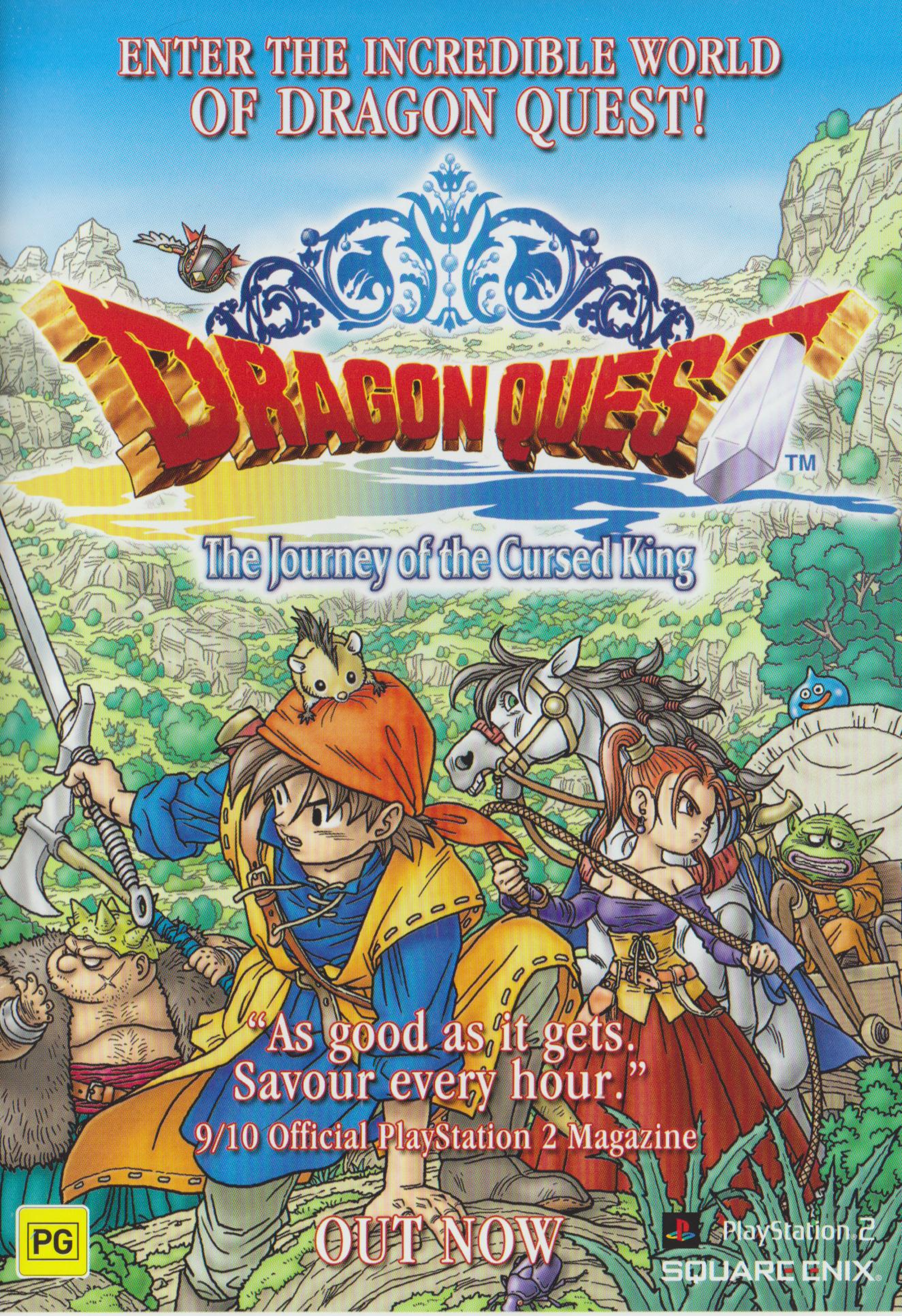
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